

THE SEASON'S SUBCLASSES

PLAYER OPTIONS FOR WINTER CHEER

BY LEVI PRESSNELL



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PREFACE

'Tis the season for gaming; that's always the most wonderful time of the year. Yet as the calendar flips to December, people start acting a little differently in anticipation of upcoming holidays. This supplement has taken concepts from our winter rites and rituals and adapted them into class options for each of the 12 base classes in this edition of the world's most popular roleplaying game. Do you think they're a little silly? Well, that's kind of the point. At the very least I hope you get the references and find things to put a smile on your face.

In the following pages you'll find options for player characters based on the wintry time of year: one class option for each class. Although I don't anticipate severe balance concerns (otherwise I wouldn't publish this or other material), you should always check with your Dungeon Master before bringing homebrewed options to the table.

May the material that follows serve you well in your own campaigns. Happy holidays!

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NEW CLASS OPTIONS:

These class options should remind us that no matter what time of the year, roleplaying is always a present to prize.

NEW BARBARIAN PATH: PATH OF THE DANCING LIGHTS

In polar weather, the sky often dances with vivid colors. Some barbarians take inspiration from this phenomenon, learning a bit of arcane magic in sympathy with the lights. You can use conjured lights to blast with radiant energy or even reposition yourself on the battlefield.

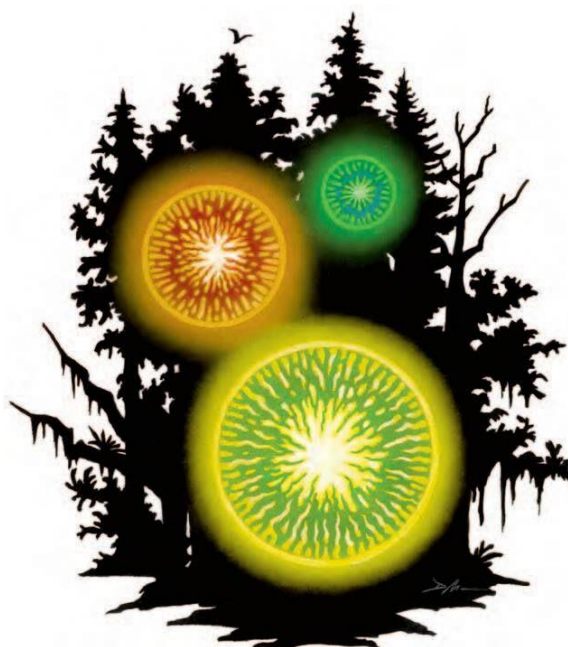
Aurora: Beginning at 3rd level when you choose this path, you learn the *dancing lights* cantrip and can cast it without material components.

Wisdom is your spellcasting ability for this cantrip. While in a rage, you can use *dancing lights* as a bonus action and maintain your concentration on it (this is an exception to the usual rule that you cannot maintain concentration during a rage). Additionally, you can use a bonus action during your rage to make a melee spell attack roll against a creature adjacent to one of your dancing lights. If successful, the target takes 1d4 + your Wisdom modifier in radiant damage.

Twinkle: Beginning at 6th level, you can use your reaction during your rage to switch yourself with one of your dancing lights if it occupies an empty space you can see. This movement does not provoke attacks of opportunity.

Dazzle: Beginning at 10th level, you can use your action to overwhelm a creature with radiant energy. Choose one creature that you can see within 10 feet of one of your dancing lights. If the creature can see the light, it must succeed on a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or be blinded until the end of your next turn. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Flare: Beginning at 14th level, you can emit a blast of radiant energy from one of your dancing lights. As an action, you can make a ranged spell attack using your Wisdom modifier against a creature within 30 feet of one of your dancing lights. The attack deals 2d6 + your Wisdom modifier in radiant damage, and the first attack roll against that creature before the beginning of your next turn has advantage.



NEW BARDIC COLLEGE: COLLEGE OF CAROLING

Bards of this college generally focus on vocal music, learning to sing in multipart harmony with other vocalists. They are legendary for their ability to blend voices together in beautiful but swift carols, and they have found ways to incorporate this coordination into their adventuring.



Bonus Proficiencies: When you become a member of the College of Caroling at 3rd level, you gain proficiency with the Persuasion and Religion skills. You also gain one additional bard or cleric cantrip of your choice.

Tireless Tempo: Also at 3rd level, your songs help your allies strike more forcefully in combat as they wield their weapons in tempo. An ally with one of your Bardic Inspiration dice who makes a successful weapon attack against a creature can expend that die and add the number rolled to the damage dealt.

Herald of Harmony: At 6th level, when you take the Attack action on your turn, you can give up your attack to allow a creature with a Bardic Inspiration die from you to use its reaction to make a weapon attack. If their attack is successful, you can also make one weapon attack as a bonus action.

Caroler's Convergence: At 14th level, you can strike in perfect unison with your inspired allies. Whenever you make a weapon attack against a creature adjacent to one of your allies with a Bardic Inspiration die, you have advantage on the attack roll.

NEW CLERIC DOMAIN: CHEER

Some divinities would rather spread joy than violence, and their priests therefore make their mission positive. Clerics with this domain may vary in personality, but they have one constant: their presence is a light in the darkness of winter.

Cheer Domain Spells

- 1st – *charm person, heroism*
- 3rd – *calm emotions, enthrall*
- 5th – *beacon of hope, create food and water*
- 7th – *aura of purity, compulsion*



- 9th – *geas, modify memory*

Bonus Proficiency: At 1st level, you gain proficiency with heavy armor and in the Performance skill.

Encourage: Also at 1st level, you can fill your allies with inspiration. When an ally within 30 feet of you that you can see makes an ability check or saving throw, you can use your reaction to add your Wisdom modifier to the roll. You can use this feature after your ally has rolled but before any results of the roll occur. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Glad Tidings: At 2nd level, you can channel divine energy to raise your allies' morale and spur them to resist damage. As an action, you can expend your Channel Divinity to create a pool of temporary hit points equal to 5 times your cleric level. You can spread these temporary hit points among allies of your choice within 30 feet (including yourself), though no individual creature can gain more than half of the pool. These temporary hit points last for up to 1 hour.

Channel Divinity: Embolden: At 6th level, you can use your Channel Divinity to clear an ally's mind. As a reaction, choose an ally who can hear and see you within 30 feet. That ally no longer suffers from the charmed or frightened conditions.

Potent Spellcasting: At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Inspiring Presence: At 17th level, allies within 30 feet of you can add your Wisdom modifier to any saving throw they make. You must be conscious for allies to benefit from this feature.

NEW DRUID CIRCLE: CIRCLE OF THE EVERGREEN

Druids of all kinds revere plants as holy, but some take this obeisance further by invoking their mystical power as sacred symbols. These druids make special use of plants that live through the winter—as it wouldn't do to have a source of power die simply because it gets a little colder.

Botanical Wild Shape: Starting at 2nd level when you choose this circle, you can use your Wild Shape feature to turn into plant creatures (but not beasts). You may use your action to transform into a plant creature of any size with a challenge rating as high as 1. Starting at 6th level, you can transform into a plant creature of any size with a challenge rating as high as your druid level divided by 3, rounded down. This ability is in all other ways identical to the Wild Shape class feature, including its limitations.

Mistletoe Kiss: Also starting at 2nd level, you can use a mistletoe focus to evoke passion in another creature. As an action, choose a creature within 30 feet who can hear and see you. That creature must make a Charisma saving throw against your druid spell save DC. On a failure, it is charmed by you for 1 minute. A creature that finds you physically attractive (at the DM's discretion) has disadvantage on the saving throw. If the creature takes damage, the effect ends. Once you have used this feature, you must wait until after you finish a short or long rest to use it again.

Clinging Ivy: At 6th level, you can evoke the sprawling climb of ivy. As an action, you can give yourself or an adjacent creature the benefits of being able to move across vertical or horizontal surfaces while leaving your hands free for 1 hour. You gain a climbing speed equal to your walking speed and can even walk upside down along ceilings. However, this feature does not allow you to move along a slippery surface, such as one covered by ice or oil. Once you have used this feature, you must wait until after you finish a short or long rest to use it again.



Piercing Holly: Starting at 10th level, you can slice enemies who attack you with piercing thorns. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 piercing damage on a failed saving throw, and half as much on a successful one. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Evergreen Yew: At 14th level, you can tap into the life-giving power of evergreens more easily. You can cast the *reincarnate* spell once without using a spell slot. Once you have used this feature, you must wait until after you have finished a long rest to use it again.

NEW FIGHTER ARCHETYPE: TOY SOLDIER

The most skilled artificers have managed to create constructs with a strong semblance of life, occasionally even using them for warfare in place of organic soldiers. While this archetype covers these constructs, a number of living creatures have also found ways to mimic these same abilities using magical or technological augmentations. These soldiers carry a variety of equipment to ensure they are well-prepared for any contingency. Living creatures often dismissively refer to the constructs as “toys,” while those who are jealous of the equipment carried by these warriors may similarly dismiss their armaments.

Utility Belt: Beginning when you choose this archetype at 3rd level, you gain access to an array of technological marvels that you incorporate into your equipment. This can be gear attached to a mechanical backpack, artificial components of yourself (if you are a construct), or bandoliers filled with collapsible weaponry. Whatever the form it takes, it has its own power source that provides “Equipment Points” equal to your fighter level. You can spend Equipment Points to empower your class features as indicated below. You can spend a maximum of Equipment Points on a single use of this feature equal to your proficiency bonus. These points recharge whenever you take a long rest.

If a saving throw is required, the DC is equal to 8 + your proficiency bonus + your Intelligence modifier, unless otherwise indicated.

At 3rd level, you can choose two of the following options. Each time you would gain an additional Toy Soldier class feature, you can choose an additional Utility Belt option as well as swap one already known for a new option.

- *Dampeners:* As a reaction when targeted by an attack from a creature you can see within 30 feet of you, you can add your Intelligence modifier to your Armor Class for that one attack. If it succeeds anyway, you can spend Equipment Points to reduce the damage dealt by 1d10 per Equipment Point spent.
- *Discharge:* As an action, you can make a melee spell attack using your Intelligence modifier. This attack deals 1d10 fire or lightning damage (your choice, made when you select this feature), increased by 1d10 for every Equipment Point you spend. If you spend Equipment Points on this feature, a successful Discharge attack prevents that creature from taking reactions until the beginning of your next turn. If you move at least 30 feet before making a Discharge attack, you can reduce the amount of Equipment Points you spend by 1, to a minimum of 0.
- *Flash:* As an action, you attempt to blind an enemy creature. Choose one creature that you can see within 30 feet. That creature must make a Dexterity saving throw or be blinded for 1 round. If you spend Equipment Points on this feature, you can choose one additional creature within 30 feet for each Equipment Point spent. A creature that saves against this effect cannot be targeted by this again for 1 minute.
- *Gas:* As an action, you create poisonous gas in a 5-ft. cube within 10 feet of you. A creature that begins its turn within that area must make a Constitution saving throw or be poisoned for 1 round. If you spend Equipment Points on this feature, you can increase the size of the cube by 10 feet per Equipment Point spent.
- *Grapnel:* As an action, you fire a line of rope that wraps around a target object or creature. If the target is an unattended object, you can attach the rope securely, creating a line to walk across or safely climb. If the target is an attended object, the creature holding it must make a Strength saving throw or drop the object at its feet. If the line remains until your next turn, you can use your action to reel in the object. If you target a creature, you must make a successful ranged weapon attack using your Intelligence modifier. On a success, it deals 1d8 damage, and the creature is considered

grappled by you. If you spend Equipment Points on this feature, you can fire one additional line per Equipment Point spent.

- **Jumpjet:** As an action, you can double your jumping distance for 1 round. If you spend Equipment Points on this feature, you instead gain a flying speed equal to your current walking speed for up to 1 minute per Equipment Point spent. You cannot be heavily encumbered while flying or use other Utility Belt features during this time.
- **Mark:** As an action, you attempt to illuminate a creature for better visual accuracy. After making a successful melee weapon attack, you can use a bonus action to “mark” the target. The next attack roll made against that creature before the beginning of your next turn has advantage. If you spend Equipment Points on this feature, the number of attack rolls made with advantage is increased by an amount equal to the Equipment Points spent.
- **Mines:** As an action, you can plant a mine to trigger when a creature moves through an adjacent 5-ft. square. Any creature that enters the area must succeed on a Dexterity saving throw or stop moving this turn and take 1d4 fire damage. A creature moving through the area at half speed doesn’t need to make the save. If you spend Equipment Points on this feature, the damage increases by 2d4 per Equipment Point spent. Planted mines last for up to 1 minute or until triggered.
- **Propellant:** As a bonus action, you can increase the normal range of a ranged weapon by 100% and the long range by an equal amount for 1 round. If you spend Equipment Points on this feature, the normal and long range increases by an amount equal to the first increase per Equipment Point spent, and the next successful attack with that weapon while its range is increased deals an extra 1d8 damage per Equipment Point spent.
- **Smoke:** As an action, you can create a 5-ft. cube of smoke within your space that lasts for up to 1 minute. If you spend Equipment Points on this feature, you can increase the radius of this effect by 20 feet per Equipment Point spent. The smoke cloud spreads around corners, and its area is heavily obscured.
- **Surge:** As a bonus action, you can increase your current walking speed by 10 feet for 1 minute. If you spend Equipment Points on this feature, you also gain 5 temporary hit points per Equipment Point spent for the duration of the Surge.
- **Thunder:** As an action, you project a blast of sound into an adjacent 5-ft. cube. Creatures occupying the square must make a Constitution saving throw or take 1d8



thunder damage. Unattended objects automatically take this damage. If you spend Equipment Points on this feature, you can increase both the damage dealt by 1d8 and size of the cube by 5 feet per Equipment Point spent.

Analyzer: At 7th level, you gain a small gadget that can be used to store knowledge and answer questions you may have. You gain proficiency with one of the Arcana, History, Nature, or Religion skills, and you can spend 1 Equipment Point to have your analyzer cast *detect magic*.

Energizing Surge: At 10th level, when you use your Second Wind feature, you can spend Equipment Points to energize an ally within 30 feet of you as well. Your ally gains 1d10 temporary hit points per Equipment Point spent.

Use Magic Device: At 15th level, you have learned enough about operating magical devices that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

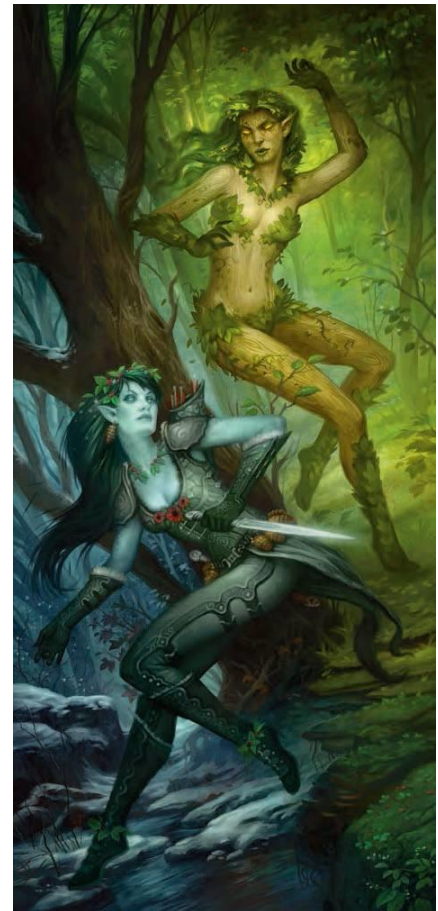
Quick Charge: At 18th level, you can regain 2 Equipment Points whenever you finish a short rest.

NEW MONASTIC TRADITION: WAY OF THE SUGARPLUM FAIRY

Although monks of this tradition might *seem* like they should be sweet and nonthreatening, the fairy part is more of a problem. Long known for bringing mortals into unimaginable realms, the fey have taught a few followers some fascinating features of their own fashioning. These monks canter through combat, mixing eerie dance movements with powerful fey magic and charming all who watch them perform.

Bounding Blows: Starting when you choose this tradition at 3rd level, you can incorporate dance movements into battle. You gain proficiency in the Performance skill and can use it as part of your combat routine. If you move at least 20 feet immediately before making an attack, you can make a Performance check opposed by the creature's Insight. If you succeed, you have advantage on the attack roll.

Fae Frolic: At 6th level, you gain magical abilities from the fey. You can spend 1 *ki* point to cast *faerie fire* or 2 *ki* points to cast *phantasmal force*.



Fae Force: At 11th level, you gain advantage on saving throws to avoid being charmed or frightened. You can also spend 1 *ki* point to gain resistance to psychic damage for 1 hour.

Delirious Dance: At 17th level, you can send creatures into an illusory realm of uncertain provenance. When you successfully attack a creature with advantage from your Bounding Blows feature, you can spend 3 *ki* points to force the creature to make an Intelligence saving throw against your monk save DC. On a failed save, it is charmed by you for 1 minute or until it takes any damage. Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which you choose. The creature can see and hear only itself, you, and the illusion.

NEW PALADIN OATH: OATH OF WINTER

Some paladins, seeing both the power and necessity of winter, take an oath that taps into the coldest part of the year. Although these warriors are popularly seen as unfeeling and heartless, those who take this oath understand that, truly, things must pass on for new life to begin.

Tenets of Winter:

Acceptance: Winter is coming, no matter what mortals may wish.

Examination: The cruelty of winter forces the best to work to survive.

Preparation: The fittest will make adequate provision for harsh times.

Oath Spells: You gain access to the following spells at the paladin levels listed.

3rd – *armor of Agathys*, *fog cloud*

5th – *hold person*, *misty step*

9th – *hunger of Hadar*, *sleet storm*

13th – *fire shield* (cold shield only), *ice storm*

17th – *cone of cold*, *hold monster*

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

- *Frost Weapon:* As an action, you can imbue one weapon that you are holding with wintry energy using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (minimum bonus of +1), and the weapon deals cold damage. If you choose, the weapon emits a cool but bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon or fall unconscious, this effect ends
- *Winter's Blast:* When you roll cold damage, you can use a bonus action to Channel Divinity to deal maximum damage instead of rolling.

Aura of Warmth: Beginning at 7th level, your fervor lets you and nearby allies to shake off effects that would otherwise stop you in your tracks. You and friendly creatures within 10 feet of you have resistance to cold damage and do not suffer negative effects from unusually cold environments. At 18th level, the range of this aura increases to 30 feet. This feature ceases to function if you fall unconscious.

Freezing Blast: Beginning at 15th level, you can attempt to imprison enemies within a ring of frost. As an action, choose a 10-ft. cube within 60 feet of you that you can see. Enemies within this cube must make a Constitution saving throw against your paladin spell save DC or be restrained for 1 round. You can use this feature a number of times equal to your Charisma modifier (minimum 1). When you finish a long rest, you regain all expended uses.

Champion of Winter: At 20th level, you can become a creature who embodies winter's fury. You take on the appearance of a creature with ties to frost, such as an ice giant, yeti, or ice elemental. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- Your type changes to elemental, though you keep your subtype and other statistics.
- You deal an extra 1d4 cold damage on a successful weapon attack. Additionally, your Divine Smite and Improved Divine Smite class features deal that type of damage, and enemy creatures that begin their turn within 30 feet of you take 10 cold damage.
- You gain immunity to cold damage.
- Your paladin spells and abilities ignore resistance to cold damage (but not immunity). Once you use this feature, you can't use it again until you finish a long rest.



NEW RANGER ARCHETYPE: CARIBOU CONDUCTOR

Caribou are surprisingly good trackers, and rangers of this archetype have learned to magically mimic their ability to lead the way. These rangers use magical light to illuminate their targets, ensuring that both they and their allies strike true.

Caribou Charms: Beginning at 3rd level when you choose this archetype, you learn the *dancing lights* cantrip. Wisdom is your spellcasting ability for this cantrip. You also gain an expanded list of spells you learn at the following levels. These spells count as ranger spells for you and do not count against your ranger spells known:

- 3rd level – *faerie fire*
- 5th level – *pyrotechnics*
- 9th level – *daylight*
- 13th level – *locate creature*
- 17th level – *destructive wave*

Beacon: Also starting at 3rd level, you can use your action to create a beam of light that illuminates a 30-ft. cone and provides dim light for an additional 30 feet. This cone lasts until you choose to deactivate it on your turn (no action required) or fall unconscious. While this feature is functioning, you can as an action destroy a line of fog out to 30 feet within the beacon, such as that created by the *fog cloud* spell.



Swift Guide: Starting at 7th level, the overland travel pace of you and up to 10 of your allies is doubled as long as they stay within 60 feet of you and you are not incapacitated.

Illuminated Target: Beginning at 11th level, you can strike creatures within your beacon more quickly. Whenever you use the Attack action to make one or more attacks against a creature within the space illuminated by your Beacon class feature, you may make an additional attack with the same weapon as part of your Attack action. Make a separate attack roll for each attack. If you are using a ranged weapon, you must still provide ammunition as normal.

Guiding Beacon: Starting at 15th level, you can invite allies to strike creatures within your beacon more accurately. If an ally makes a weapon attack against a creature within the space illuminated by your Beacon class feature, you can use your reaction to grant advantage on the attack roll. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

NEW ROGUE ARCHETYPE: CHIMNEY LURK

People so rarely look up, and even those that do may forget to obstruct the more “exotic” entrances to their dwellings. Enter the chimney lurk. Unlike their thief cousins, chimney lurks

are even more specialized at infiltration, moving through small passages to carry away treasure.



Chimney Work: When you choose this archetype at 3rd level, when you use the bonus action granted by your Cunning Action to Dash, you have a climbing speed equal to your walking speed, and squeezing through tight spaces does not penalize your movement.

Ill-Gotten Gains: Also at 3rd level, you have advantage on Sleight of Hand checks made to conceal objects, and you can add double your proficiency bonus to any Deception checks made to fool others about the nature or whereabouts of treasure—yours or otherwise.

Looter: Starting at 9th level, your carrying capacity doubles. Additionally, you have advantage on Strength checks made to break objects or force something open.

Slippery: Starting at 13th level, your speed cannot be impeded by difficult terrain or magic, and you can use your action to end the grappled or restrained conditions affecting you.

Redirect: Starting at 17th level, you can mislead your foes so that others bear the brunt of their fury. When you are targeted by a weapon attack, you can use your reaction to attempt to redirect the attack onto an adjacent target. The creature attacking you must make an Intelligence saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier) or be forced to target creature of your choice adjacent to you. Once you have successfully used this feature on a creature, it cannot be affected by this feature again until 1 hour has passed.

NEW SORCEROUS ORIGIN: FROZEN SOUL

Sometimes, a spark of ice magic rests in a mortal heart. Perhaps your ancestor was a fae noble of the Winter Court, or you were blessed by an elemental spirit of the solstice. Whatever the case, a coldness lurks in your very essence, and you can chill those around you by your presence.

Frozen Heart: At 1st level, whenever a creature makes an attack against you, you can use your reaction to force it to make a Constitution saving throw against your sorcerer spell save DC. If it fails, it cannot make any additional attacks that round.

You also gain the following spells at the listed sorcerer level. These spells do not count against the sorcerer spells you know.

- 1st – *armor of Agathys*
- 3rd – *misty step*
- 5th – *sleet storm*
- 7th – *ice storm*
- 9th – *cone of cold*

Cold Snap: Beginning at 6th level, if you cast a spell that does acid, fire, lightning, or thunder damage, you can change that damage to cold when you cast it. If the spell requires a Dexterity saving throw, the saving throw changes to Constitution.

Additionally, whenever you deal cold damage with a spell, you can spend 1 sorcery point to reduce affected creatures' movement speed by 10 feet for 1 round.

Path of Frost: At 14th level, when you cross liquid surfaces, you can cause it to momentarily freeze when your feet touch the surface. Treat this feature as a permanent *water walk* spell that affects you and any allies within 30 feet of you so long as you remain conscious. Additionally, difficult terrain caused by slippery surfaces does not affect you or any allies under the effect of this feature

Ice Block: At 18th level, you can surround yourself with ice when threatened, absorbing damage into its protective structure. As a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per sorcerer level, which take as much of the triggering damage as possible. You also gain vulnerability to fire damage, your speed drops to 0, and you are incapacitated. While entombed, you can on your turn spend Hit Dice up to one-half of your maximum as you recover. All of these effects end when the ice melts. Once you use this feature, you can't use it again until you finish a short or long rest.

NEW WARLOCK PATRON: THE GIFTGIVER

Your patron loves to give. While that might not always be a good thing, you are also a beneficiary of the entity's generosity, so don't criticize too hard. *Most* of the time, these gifts are even beneficial to you and your allies.

Expanded Spell List: The Giftgiver lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

- 1st – *create or destroy water, identify*



- 3rd – *magic aura, magic mouth*
- 5th – *create food and water, tiny hut*
- 7th – *fabricate, secret chest*
- 9th – *animate objects, hallow*

Sack of Fortune: At 1st level, you can attempt to retrieve a useful object from your patron's extradimensional storage. As a bonus action, you retrieve an object determined by rolling 1d10 on the table below. The object's magic expires within 1 minute, returning it back to storage. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Result Rolled	Object Retrieved
1	Acid
2	Alchemist's fire
3	Antitoxin
4	Ball bearings
5	Caltrops
6	Holy water
7	Hunting trap
8	Oil
9	Poison
10	Potion of healing



Mystery Box: At 6th level, you can request a favor from your patron. When you make an attack roll or saving throw, you can add 1d10 to the roll. You can use this feature again, but if you do so, you must roll 1d2. On a 1, you must subtract the number rolled from your attack roll or saving throw and cannot use it again until you finish a short or long rest. A short or long rest also enables you to use this feature again without penalty.

Gift of Life: At 10th level, you gain strength against the dark and cold. You have resistance to cold and necrotic damage as well as proficiency with death saving throws.

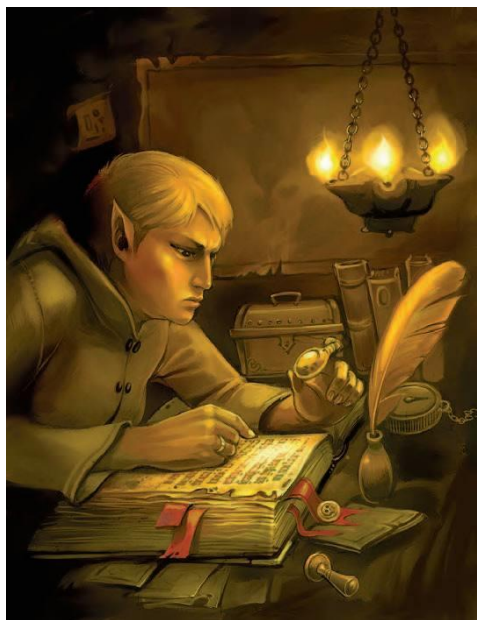
Giftgiver's Ark: At 14th level, you can retrieve animals from your patron's extradimensional storage. Treat this feature as a pull from a tan *bag of tricks*, except that the animal lasts for only 1 hour. Once you use this feature, you can't use it again until you finish a short or long rest.

NEW WIZARD SCHOOL: CONDUCT COPYIST

Wizards generally love intellectual pursuits, and this arcane school seeks to record records of every being's deeds. They make lists and while they do find the occasional error in

proofreading, their ability to catalog a creature's behavior provides them with magical motivation. By classifying the creatures they observe, they can tap into the karmic energies of the universe and enforce a prize or penalty.

Recording Savant: Beginning when you select this school at 2nd level, the time you must spend to copy any spell is halved.



Naughty or Nice: Beginning at 2nd level, whenever you find yourself in combat, you can use a bonus action to mark a single creature as “naughty” or “nice” based on your observations. “Naughty” behavior might be attacking you or one of your allies, making verbal threats, or failing a Deception or Stealth check. “Nice” behavior might include taking the Help action, healing an ally, or shouting words of positivity or encouragement. If you marked a creature “Naughty,” once per round you can choose to reroll the damage dice of a single attack or spell rolled against that creature, though you must take the result of the new roll. If you marked a creature “Nice,” once per round you can choose to reroll the healing done to that creature or the result of a beneficial die, such as from a *bless* spell or Bardic Inspiration die, though you must take the result of the new roll.

Your designation lasts for 1 minute or until you choose a different creature to mark. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Careful Spells: Starting at 6th level, you can mold your spells to ensure that the Naughty are punished and the Nice protected. When you cast an evocation spell that affects other creatures within a particular area, you can choose to exclude a square containing a Nice creature from that spell's effect. Alternatively, you can reshape the area affected to ensure that it includes a Naughty creature so long as the total area affected remains the same. For example, if you cast a *fireball* spell with a 20-ft. radius but a Naughty creature is 10 feet away, you can subtract two squares of the fireball's area and add a 10-ft. line of fire to catch the Naughty creature in the inferno.

Checking It Twice: At 10th level, you can use your reaction to switch either the target of your Naughty or Nice feature or the designation provided. You can still use its effects only once per round, but the new designation lasts for up to 1 minute or until you expend a new use of Naughty or Nice.

Karmic Magic: At 14th level, you can empower your magic with the morality upheld or broken by your designated creature. Whenever you cast a spell of 5th-level or lower that affects a single

creature, you can cast the spell as if it were one level higher (to a maximum of 6th-level) without expending a higher-level spell slot. To empower the spell in this way, you must cast it on a creature designated either Naughty or Nice. Once you use this feature, you can't use it again until you finish a long rest.