

BLACKSTAFF'S BOOK OF BLOODLINES



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INTRODUCTION

One of the more disappointing, but enduring, fallacies amongst the scholarly wizard fraternities is that sorcery is somehow a lesser discipline of magic. Perpetuated by petty jealousy, the notion that sorcery powers are "gifted" rather than "earned" or an elitist notion that study makes one "better" than others (more educated certainly, but in no way better), many in wizarding communities dismiss sorcery as a pale shade of their discipline.

Sorcerers, like all creatures that are able to touch and manipulate the Weave, are favored by Mystra. Blessed (or cursed) with an origin or bloodline that is naturally attuned to the Weave in a specific way, the sorcerer's journey is one of self-discovery and mastery of a gift that can often be as highly difficult to overcome or control as any eldritch tome is to the studious wizard.

What follows is an account of some of the more obscure bloodlines of sorcery found throughout Faerûn, their origins, and their abilities. Some of the most important magical advancements have come—and still come—from the efforts and trials of these masters of magical arts.

Vajra Safahr

SPELL SOURCES

The subclasses contained within this book include spells from several sources. Unless specified, a spell is from the *Player's Handbook*. Spells marked with * are new spells found within this book, within the text of archetype. Spells marked ^{XGE} are from *Xanathar's Guide to Everything*. Spells marked with ^{TCE} are from *Tasha's Cauldron of Everything*.



ALCHEMICAL BLOODLINE

While most magic users must learn from others, or pledge themselves to otherworldly powers, sorcerers enjoy the ability to naturally cast spells thanks to some magical property of their blood. However, there are those who have decided that this inborn power can be transferred, and via an alchemical ritual you are the result of their experimentation. You weren't born a sorcerer, but you've gained their power all the same.

ALCHEMICAL EXPRESSION

Whenever you cast a spell, because the magic has been infused into you rather than something you were born with naturally, there is usually a secondary effect. You can roll once on the table below, each time you cast, or come up with your own secondary effect.

d6 Secondary Effect

- 1 Your eyes glow until the end of your turn. This glowing changes based on the school of the spell that was cast.
- 2 Your veins thicken and enlarge, as though you pushed the magic through your body. This lasts until the end of your turn.
- 3 Your hair stands on end and small crackles of power or a deep inner glow accompanying the effect lasts until the end of your turn.
- 4 Steam, electricity, frost, or some other elemental effect is carried on your breath until the end of your turn.
- 5 Your hair and fingernails lengthen a few inches until the end of your turn.
- 6 Illusionary echoes of your movements follow you until the end of your turn.

ALCHEMICAL MAGIC

1st-level Alchemical Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Alchemical Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an enchantment, evocation, or necromancy spell from the artificer, sorcerer, or wizard spell list.

ALCHEMICAL SPELLS

Sorcerer Level Spells

1st	<i>healing word, sleep</i>
3rd	<i>Melf's acid arrow, shatter</i>
5th	<i>animate dead, mutate power*</i>
7th	<i>chaos walking*, transfer magical prowess*</i>
9th	<i>contagion, raise dead</i>

BLOOD INFUSION

1st-level Alchemical Bloodline feature

Thanks to your unnatural magical talents, you can store magic in your blood. When you complete a short or long rest, you can expend up to half your Hit Dice (rounded up). For each hit die expended this way, you can create a potion storing a 1st-level spell. These potions last until you recover your Hit Dice.

A creature can use its bonus action to drink this potion. When it does, it can then cast the spell contained within the potion any time before the end of its next turn as though it had prepared the spell. Spells cast this way use your spell save DC and spell attack bonus with a -2 penalty.

At 8th level, you can use this ability to store 2nd level spells. At 16th level, you can store 3rd level spells. Storing a spell of the 2nd level costs two Hit Dice, and storing a spell of 3rd level costs three Hit Dice.

SPELL CAPTIVATION

6th-level Alchemical Bloodline feature

When you succeed on a saving throw against a spell, you absorb some of its magical properties. Until the end of your next turn, you have advantage on saving throws against spells or other magical effects.

ALCHEMICAL ADMIXTURE

6th-level Alchemical Bloodline feature

When you drink a potion you created using your Blood Infusion feature, you also regain 1 expended sorcery point, up to your maximum. This feature stops restoring sorcery points once you've recovered a number of points equal to your proficiency bonus. You can't use this feature again until you finish a long rest.

POWER BURN

14th-level Alchemical Bloodline feature

Whenever you take damage from a melee attack, you can use your reaction to cause the attacker to take force damage equal to your sorcerer level. If the attack was a critical hit, the attacker takes force damage equal

to twice your sorcerer level. You can use this feature a number of times equal to your Charisma bonus (minimum of once). You regain all expended uses when you finish a long rest.

POWER INFUSION

18th-level Alchemical Bloodline feature

You can enter a special trance as an action, which lasts for 1 minute. During this trance you become attuned to the weave of magic more closely, able to see and enhance nearby spells as they are cast. As a reaction to a willing creature within 30 feet casting a spell, you can spend 1 sorcery point to enhance the spell being cast. The spell then counts as if it were cast using a slot one level higher than was actually used to cast it.

NEW ALCHEMICAL BLOODLINE SPELLS

CHAOS WALKING

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a prism worth 3,000gp)

Duration: Concentration, up to 10 minutes.

An aura of chaos emanates from your body, warping magical effects within a 20-foot radius sphere centered on you that moves with you. Whenever a creature makes a spell attack or rolls a saving throw against a spell or other magical effect while in this sphere, you and the target each roll 1d6. If you roll higher, they subtract your roll from their magic attack or saving throw. If they roll higher, they add their roll to their magic attack or saving throw.

MUTATE POWER

3rd-level abjuration

Casting Time: 1 reaction

Range: 120 feet

Components: V, S

Duration: Instantaneous

As a reaction to a creature you can see within range casting a spell, you instead cause it to mutate into a random spell of the same level that the target is able to cast (your Dungeon Master can determine this). If the spell was 3rd level or lower, this happens instantly. For spells of a higher level, make an ability check using your Spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell is mutated.

At Higher Levels. When casting this spell using a spell slot of 4th level or higher, you automatically mutate the spell if the spell level is equal to or less than the level of the spell slot used.

TRANSFER MAGICAL PROWESS

3rd-level enchantment

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (three metal spheres, which are consumed by the spell)

Duration: Until expended

You charge your hands with magical power and touch a target that possesses spell slots. The target may expend this energy at any time to restore a 1st level spell slot that they have expended. The spell ends once expended or the target completes a short or long rest.

At Higher Levels. If cast using a spell slot of 4th level or higher, the target can restore an additional 1st level spell slot that they have expended for each spell slot above 3rd. The target can combine multiple 1st level spell slots to restore a higher level spell slot instead. The level of this spell slot is equal to the total number of spell slots restored.

WEAVE WELL

8th-level abjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a metal plate comprised of at least 3 different metals worth 1,000 gp each, which is consumed as part of casting the spell)

Duration: Concentration, up to 1 minute

You force the weave to twist and reform around a point of your choosing within range, creating a heavy well toward which magic is drawn. Whenever a creature tries to cast a spell or use a magical ability within 300 feet of you, it must make an ability check using either its Charisma or Spellcasting ability against your spell save DC. On a failure, the spell is drawn to the point you chose (with all of its normal effects).

As an action, you can move the point up to 30 feet.

Bryan Holmes



ARCANE BLOODLINE

The weave of magic touches every realm, every place. It is a great river flowing through all realities and times, a single force connecting the multiverse. It is through the manipulation of the Weave by means of spells that allows travel among the planes and even beyond. The Weave is composed of eight known threads corresponding to the eight schools of magic. These threads wax and wane, writhe and repose as though a living thing. And, like a migrating beast, a thread can be drawn to certain locations. The thread gathers there, growing and strengthening, becoming clumped up until it shapes reality much in the same way that dense matter bends light and slows time with its gravitational force.

As the magic permeates the area, the land, as well as the flora and fauna within, are altered. The Weave can also be drawn to a creature, becoming connected to it, and this creature can call upon it instinctively.

Whether through accident or intention, through methodical experiment or unforeseen happenstance, you are such a creature. The threads of the Weave are attracted to you. And unlike other sorcerous bloodlines that require special ancestry to act as a conduit to the Weave, you can directly connect to magic, granting you unparalleled control over it. But this can be a dangerous burden, for to have the power to control the Weave is to have power over reality itself.

SOURCE OF ARCANE ESSENCE

d6 Arcane Essence

- 1 Your mother was an archmage who frequently wove mighty incantations while carrying you.
- 2 A guild of wizards used you as a subject in arcane experiments, which left residual energy pulsing within you.
- 3 You were exposed to the raw power of an arcane artifact, such as being near a detonating *staff of the magi*. Part of such an item is embedded in you.
- 4 You were the child of a chosen priest of a deity of magic, whose blessing has passed to you.
- 5 You are a devout follower of a deity of magic, but for whatever reason, abstained from taking up the mantle and rituals of the clergy.
- 6 Through sheer force of will during a moment of desperation, you connected yourself to the Weave to save yourself or another.

ARCANE MARK

Those so closely connected to the weave of magic are often marked by the magic that pervades the

multiverse. Each school of magic is associated with a different color, which can change your hair, eye, or even skin pigmentation. This isn't random or chaotic in the way of wild magic, but ordered and predictable based on which thread of magic you touch. You can work with your DM to decide what color belongs to each school, but D&D Beyond has assigned colors to the eight schools of magic.

When you cast a spell, this mark appears and persists for 1 hour or until you cast a spell from another school.

d6 Arcane Mark

- 1 Your skin glitters as though covered in gem dust corresponding to the color associated with the spell's school.
- 2 The movement of your body leaves behind faint trails of chromatic flickering, the most prominent color of which is associated with the last school of magic you used.
- 3 When you cast a spell, your eyes glow a distinct color associated with the school of magic the spell belongs to.
- 4 Your hair changes to the color associated with the school of magic you just cast.
- 5 Your skin changes to the color associated with the school of magic you just cast.
- 6 Magical writing or symbols appear across your skin after you cast a spell, slowly fading afterward.

ARCANE MAGIC

1st-level Arcane Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Arcane Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or a transmutation spell from the sorcerer, warlock, or wizard spell list.

ARCANE SPELLS

Sorcerer Level Spells

1st	<i>identify, Tenser's floating disk</i>
3rd	<i>ball lightning*</i> , <i>Nystul's magic aura</i>
5th	<i>magic circle, summon fey^{TCE}</i>
7th	<i>Otiluke's resilient sphere, spell filch*</i>
9th	<i>greater dispel magic*</i> , <i>percussive counterspell*</i>

CREATURE OF MAGIC

1st-level Arcane Bloodline feature

You have become imbued by the Weave. You have advantage on saving throws against spells and other magical effects. In addition, you can see magical auras within 30 feet of you as if you had cast *detect magic*. You must have line of sight for this feature to function.

However, effects that detect magic, such as the *detect magic* spell, detect you. You radiate magic based on the school of magic of the last spell you cast.

ARCANE MASTERY

6th-level Arcane Bloodline feature

You can draw upon your sorcerous power to gain an intuitive understanding of the arcane. You can choose one arcane power from the list below. Arcane powers require sorcery points to use. You learn one additional arcane power of your choice at 9th, 12th, and 15th level. Each time you learn a new arcane power, you can also replace one power you know with a different one.

- **Arcane Insight.** Whenever you make an Arcana check, a concentration check, or an ability check using your spellcasting ability, you can spend 1 sorcery point to roll a d6 and add the number rolled to the check. The die becomes a d8 at 10th level, a d10 at 14th level, and a d12 at 18th level.
- **Devour Magic.** When you successfully end another creature's spell (such as with *counterspell*, *dispel magic*, *greater dispel magic*, *percussive counterspell*, or *spell filch*) or break a creature's concentration, you can absorb part of the energy from the disrupted magic and gain 1 sorcery point.
- **Spell Force.** When you cast a spell that deals damage, you can spend 2 sorcery points to change that damage type to force.
- **Weave Warding.** When you or a creature within 30 feet takes damage from a spell or magical effect, you can spend 1 sorcery point and grant yourself or another creature within 30 feet resistance to damage from spells and other magical effects for that instance of damage. You can spend up to your proficiency bonus in sorcery points with this ability in a single round.

METAMAGIC MASTERY

14th-level Arcane Bloodline feature

Your instinctive understanding of the Weave allows you to shape magic more efficiently. Metamagic costs are reduced by 1, to a minimum of 1. Furthermore, you gain two additional metamagic options.

SPELL REAPER

18th-level Arcane Bloodline feature

You can spend a number of sorcery points and use your reaction to absorb a spell that is targeting only you and not with an area of effect. The sorcery points equal the level that was used to cast the spell. The absorbed spell's effect is canceled, and you regain a number of temporary hit points equal to five times the level of the spell or end one condition affecting you.

NEW ARCANE BLOODLINE SPELLS

BALL LIGHTNING

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a copper ball wrapped in wire)

Duration: Concentration, up to 1 minute.

You create one to four 3-foot-diameter spheres of lightning. The more spheres you create, the less powerful each sphere is individually.

Each sphere appears in an unoccupied space you can see within 120 feet of you. Each sphere sheds dim light in a 30-foot radius.

As a bonus action, you can move each sphere up to 30 feet, but no farther than 120 feet away from you. When a creature other than you comes within 5 feet of a sphere, the sphere discharges lightning at that creature and disappears. That creature must make a Dexterity saving throw. On a failed save, the creature takes lightning damage based on the number of spheres you created.

Spheres	Lightning Damage
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4	2d4
3	2d6
2	5d4
1	4d12

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

GREATER DISPEL MAGIC

5th-level abjuration

Casting Time: 1 action

Range: 150 feet (20-foot-radius sphere)

Components: V, S, M (a crystal tuning fork)

Duration: Instantaneous

Choose an area within range. Make an ability check using your spellcasting ability for each spell or magical effect in the area. The DC equals 10 + the spell's level. On a successful check, the spell ends or the magical

effect (e.g., magical traps) is suppressed for 10 minutes. The DC to dispel or suppress magical traps is the same DC to disarm it.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you automatically end the effects of spells in the area if the spell's level is equal to or less than the level of the spell slot you used.

PERCUSSIVE COUNTERSPELL

5th-level abjuration

Casting Time: 1 reaction, which you take when you see a creature within 120 feet of you casting a spell

Range: 120 feet

Components: V, S, M (a silver mirror)

Duration: Instantaneous

You cause a spell to backfire on the caster. Make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. In addition, the creature must make an Intelligence saving throw. On a failure, the creature takes 1d8 force damage for each level of the spell that was countered and lose concentration, or half as much on a successful one; the creature doesn't automatically lose concentration but must make a concentration check caused by the damage as per normal. Cantrips count as 1st-level spell slots for this purpose.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you deal an extra 1d8 arcane damage for each spell slot above 5th.

SPELL FILCH

4th-level abjuration

Casting Time: 1 reaction, which you take when you see a creature within 90 feet of you casting a spell

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell is captured by you. The spell has no effect, other than to be "stored" in you. When you cast a stored spell, the spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The stolen spell vanishes once the spell ends, or once you "cast it."

Iam Pace



AVIAN GALECASTER

Avian Galecasters are masters of the skies and can reach into the Weave to summon powerful zephyrs and necrotic energy. Many have ancestors who were either avians, denizens of the Elemental Plane of Air, or creatures of flight.

Avian Galecasters specialize in necrotic power. They have a reputation for stealing into crypts and dark temples to retrieve old tomes and artifacts, reducing the influence of evil spellcasters, cults, and tyrants, while empowering themselves for their own ends.

AVIAN ORIGINS

d6 Origin

- 1 You apprenticed with a druid who passed on the gift of galecasting to you.
- 2 You found an ancient avian relic. After wearing the artifact for a year, you were granted this gift of sorcery.
- 3 Your parents made a deal with a galecaster to save your life as an infant. When you turned 13, you discovered your sorcerous ability, and the galecaster returned asking for its repayment. You had to serve the galecaster for a decade before gaining your own freedom.
- 4 You were a part of a secret group of an avian royal army. All members were given the gift of sorcery to protect the queen, who ruled alone.
- 5 None of your family has been spellcasters for generations, but you were born with the power of the galecaster. A family heirloom has a prophecy that the next galecaster would have a great necromancer that they must defeat.
- 6 An ancient grimoire has been passed down through your family. Each person gifted with the grimoire is granted the gift of avian magic.

MAGICAL MANIFESTATIONS

While casting galecaster spells, you can choose or randomly select how spells manifest from the Manifestation of the Galecaster table.

d6 Manifestation

- 1 A large flock of ravens flies overhead and begins to caw loudly.
- 2 Necrotic energy swirls in your eyes.
- 3 A swirl of necrotic energy crackles around you.
- 4 Veins of necrotic energy snake down your arms.
- 5 Clouds of thick necrotic energy begin to form above the area.

d6 Manifestation

- 6 A cyclone of air forms around you, picking up any loose objects in the area.

GALECASTER MAGIC

1st-level Avian Galecaster feature

You learn additional spells when you reach certain levels in this class, as shown on the Galecaster Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a necromancy or a transmutation spell from the sorcerer, warlock, or wizard spell list.

GALECASTER SPELLS

Sorcerer Level Spells

1st	<i>ray of sickness, shield, witch bolt</i>
3rd	<i>invisibility, warding wind^{XGE}</i>
5th	<i>dispel magic, necrotic vanitas*,</i>
7th	<i>blight, reaper's bolt**</i>
9th	<i>control winds, enervation</i>

OBSCURING CUMULONIMBUS

1st-level Avian Galecaster feature

You can spend a sorcery point as a bonus action to create a heavily obscuring cloud in a 10-foot radius at a point of your choosing within 60 feet. All creatures in the area (except for yourself) are blinded unless they have abilities that allow them to see through fog. The cloud lasts 1 minute, or until dispersed by a moderate or stronger wind (at least 10 miles per hour). You regain the use of this ability after a short rest.

GALE WALKER

6th-level Avian Galecaster feature

As a reaction to being hit by an attack you can spend 1 sorcery point to summon a great gust of wind to levitate you 30 feet directly upwards until the start of your next turn, where you gently descend back to your original position, or the nearest unoccupied space. The damage of the initial attack is halved, and the movement does not provoke attacks of opportunity. You can use this ability a number of times equal to your Charisma modifier, regaining all expended uses after a long rest.

GALECAST

14-level Avian Galecaster feature

You can spend 2 sorcery points to add a powerful gale of wind to your offensive spells. When you successfully

hit with a spell attack or a creature fails its saving throw against a galecasted spell, the target must make a Dexterity saving throw against your spellcasting DC. On a failure, the target is pushed 15 feet away and falls prone. On a success, the target is pushed 10 feet away.

SOUL COLLECTOR

18th-level Avian Galecaster feature

When a creature you can see within 100 feet is reduced to 0 hit points, you can use your reaction to spend 3 sorcery points to regain hit points equal to the damage that reduced the target to 0 hit points.

NEW AVIAN GALECASTER SPELLS

AKADI'S EXHALATION

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of aquamarine dust)

Duration: Instantaneous

A mighty wind blows across a 10-foot by 30-foot area starting at a point within range and moving in the direction of your choice. All creatures in this area must make a Dexterity saving throw. On a failure, creatures are pushed 10 feet directly away and are knocked prone. On a successful save, creatures are pushed half the distance and aren't knocked prone.

FINALEM MORIENDI

8th-level necromancy

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a pinch of grave dust)

Duration: 1 minute

For the duration of the spell, a 70-foot radius cyclone of necrotic energy forms at the center of a point you select within range. All light sources, whether magical or mundane, in the area of effect are extinguished when the cyclone forms. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. On a failed save, the creature takes 10d8 necrotic damage and is paralyzed for the duration of the spell, or half as much damage and is not paralyzed on a successful one. A paralyzed creature may make a new saving throw at the end of each of its turns to end the effect. Creatures that perish within the area of this spell are reduced to bones and dust.

NECROTIC VANITAS

3rd-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a sapphire worth 50 gp)

Duration: Instantaneous

Three bolts of necrotic energy crackle through the air, each hitting a creature of your choice that you can see within range. Creatures hit must make a Dexterity saving throw, taking 1d10 necrotic damage on a failed save.

If a bolt reduces a creature to 0 hit points, you regain lost hit points equal to the damage dealt by the bolt. Creatures slain by this spell turn to dust.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you generate an additional bolt for every two slot levels above 3rd.

REAPER'S BOLT

4th-level necromancy

Casting Time: 1 action

Range: 200 feet

Components: V, S, M (a pinch of grave dust)

Duration: 1 minute.

You cast a 30-foot line of necrotic energy starting at a point within range and moving in the direction of your choice. All flying or levitating creatures within this line must make a successful Wisdom saving throw or fall, and their source of flight or levitation is suppressed for the duration of the spell.

Each affected creature can make a saving throw at the start of each of its turns to end the effect.

Elise Cretel



BATTLEMIND

Endowed with strange and mysterious insights, you can read an unfolding battlefield as easily as a page in a book. Other sorcerers may have psychic gifts, but yours manifest as an instinctive sense for the geometry and possibilities of conflict. You have an uncanny intuition for the intentions and movements of your foes, making it nigh impossible for an enemy to elude you. Some legends say powers such as yours appear in children of war-torn lands, or even those born on a battlefield. While there is some truth to this, most of these sorcerers arise in places threatened or invaded by aberrations.

An ancient tome, the *Talaric Codex*, teaches that when the Far Realm's horrors spill into a plane, they corrupt and reform mortal life into their own image. The natural world recoils from this contact, imbuing sentient beings with the ability to wield psionic energy. Some battleminds interpret this belief as a calling to defend the Material Plane against aberrations. Others born with these powers seek to avoid such violence entirely, pursuing peace or using their psychic gifts to solve impossible mysteries. Sooner or later, however, fate draws every battlemind into large-scale conflict. Destiny is all.

BATTLEMIND DRIVES

In times of strife, every battlemind has their own personal motivations for intervening on one side or the other. You have your own fraught, complicated relationship with warfare, not unlike the thorny relationship one might have with a difficult parent. Use the suggestions on the following table to determine what drives you when it comes to battle:

d6 Drive

- 1 **Acceptance.** For one reason or another, you've never fit in with normal folk. Through victory, glory, and the camaraderie of battle, you hope to finally find a sense of belonging.
- 2 **Devotion.** You have a passionate cause, close bond, or sworn loyalty, and that is what motivates you in any conflict. Great woe shall befall any fool who threatens the object of your devotion.
- 3 **Freedom.** You are tired of being drawn into battles that are not your own. Even when you do fight, you do so in the hopes of freeing yourself from the agendas of others.
- 4 **Power.** By means of your preternatural martial prowess, you seek to attain greatness, whether that means wealth, influence, land, glory, or rank. You hone your psychic gifts to a keen edge.

d6 Drive

- 5 **Reciprocity.** A great wrong has been done, and you marshal all your innate warcraft to bring justice to the guilty. Those who meddle with your glorious purpose shall pay.
- 6 **Security.** You believe the only worthy objective of war is to create peace and safety. Acutely aware of how the powerful threaten the vulnerable, you are vigilant and relentless in defending those you care for.

CLAIRCOGNIZANT MAGIC

1st-level Battlemind feature

You learn additional spells when you reach certain levels in this class, as shown on the Claircognizant Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a divination spell from the cleric, sorcerer, warlock, or wizard spell list.

CLAIRCOGNIZANT SPELLS

Sorcerer Level Spells

1st	<i>detect evil and good, hunter's mark, battlemind's step*</i>
3rd	<i>detect thoughts, mind spike^{XGE}</i>
5th	<i>clairvoyance, Quivaelyn's persistent harrier*</i>
7th	<i>arcane eye, nightmare vortex*</i>
9th	<i>Rary's telepathic bond, shattered time*</i>

BONUS PROFICIENCIES

1st-level Battlemind feature

You gain proficiency with shields, simple weapons, martial weapons, and your choice of one of the following skills: Arcana, Athletics, History, Insight, Investigation, Perception or Survival. When you reach 6th level as a sorcerer, you gain expertise with the skill you chose for this feature, which means your proficiency bonus is doubled for any ability check you make with it.

MARTIAL SURGE

1st-level Battlemind feature

At the beginning of battle, you instantly enter a focused state of combat awareness, allowing you to avoid harm and move with greater speed and precision. Whenever you roll initiative, you gain temporary hit points equal to 1d6 + your sorcerer level. While you still have

temporary hit points gained from this feature, you gain resistance to bludgeoning, piercing, and slashing damage.

When you gain temporary hit points from this feature, you can choose one weapon within 5 feet of you that you are proficient with and that lacks the two-handed property. For the next 10 minutes, when you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls, and while you are holding that weapon, you can take the Disengage action as a bonus action.

CLAIRCOGNIZANT SORCERY

6th-level Battlemind feature

When you cast any spell of 1st level or higher from your Claircognizant Spells feature, you can cast it by expending a spell slot as normal or by spending a number of sorcery points equal to the spell's level. If you cast the spell using sorcery points, it requires no verbal or somatic components, and it requires no material components unless they are consumed by the spell.

In addition, you can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. If a creature can speak at least one language, it can respond to you telepathically as well.

When a creature you can communicate with telepathically hits you with an attack roll, or when an attack still hits you even though having half cover or three-quarters cover grants you a bonus to your AC against it, you can spend 1 sorcery point to gain resistance to that attack's damage.

EXTRA ATTACK

6th-level Battlemind feature

While you are holding a weapon you are proficient with, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can use any weapon you are proficient with as a spellcasting focus.

TACTICAL PRESCIENCE

14th-level Battlemind feature

You have trained your psychic talents into an uncanny ability to predict the dangers of the battlefield. You add your proficiency bonus to your ability checks for initiative, and attack rolls against you can't gain advantage. Whenever you would be hit by a successful attack roll, you can spend 2 sorcery points as a reaction to impose disadvantage on that attack roll, possibly causing it to miss.



BOUND BY CONFLICT

18th-level Battlemind feature

The minds of those you interact with in battle are laid open to your psionic power. During your turn, when you attack one or more creatures, or force one or more creatures to make a saving throw, you can immediately spend 4 sorcery points as a bonus action to force one of those creatures to make an Intelligence saving throw. A creature automatically succeeds on this saving throw if it is immune to being charmed, if it is not a creature you can communicate with telepathically, or if it has already made a successful saving throw against this ability since the last time you finished a long rest.

On a success, the target is unaffected. On a failed save, you can deal 2d10 psychic damage to it (or no damage if you so choose), and you can impose one of the following effects of your choice on it:

- The target must truthfully answer one question you ask it telepathically.
- You choose the target's movement on its next turn. This movement cannot provoke attacks of opportunity or move the target directly into harm's way (such as moving the target off a cliff or into a bonfire).
- The target has disadvantage on the next Intelligence or Wisdom saving throw it makes before the end of your next turn.

When you deal psychic damage with this feature, you can spend up to 5 additional sorcery points, increasing the psychic damage by 1d10 for each additional sorcery point spent.

NEW BATTLEMIND SPELLS

BATTLEMIND STEP

Conjuration cantrip

Casting Time: 1 reaction, which you take when a creature within 5 feet of you uses the Disengage action

Range: Self

Components: V, M (a weapon worth at least 1 sp)

Duration: 1 round

Make a melee spell attack against the triggering creature. On a hit, the target takes force damage equal to your spellcasting ability modifier, and you bend reality between yourself and the target, allowing you to reach it quickly if it tries to escape. If the target is more than 5 feet away from you at the start of your next turn, you can immediately use a bonus action to teleport up to 30 feet to an unoccupied space adjacent to that creature. Once you make the choice of whether or not to use your bonus action to teleport, the spell ends. After this spell ends, until the end of your next turn, your speed is halved and you cannot benefit from any bonus to your speed.

This spell's damage increases when you reach certain levels. At 5th level, the damage increases to 1d6 + your spellcasting ability modifier. This damage increases by 1d6 at 11th level and again at 17th level.

NIGHTMARE VORTEX

4th-level enchantment

Casting Time: 1 action

Range: 15 feet

Components: V, M (a weapon worth at least 1 sp)

Duration: Concentration, up to 1 minute.

You generate a vortex of nightmares around yourself that engulfs the minds of your enemies, forcing your foes to move away from imagined attacks. Each creature within 5 feet of you must make a Wisdom saving throw. On a failed save, the creature takes 7d8 psychic damage and you can move that target up to 5 feet into any unoccupied space within range. This movement does not provoke opportunity attacks.

Until the spell ends, whenever a creature starts its turn within 15 feet of you, you can move that creature up to 5 feet into any unoccupied space within range.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

QUIVAELYN'S PERSISTENT HARRIER

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature within range hits or misses you with an attack roll

Range: 30 feet

Components: V, M (a weapon worth at least 1 sp)

Duration: 1 round

You brandish the weapon used in the spell's casting and make a melee attack with it against the triggering creature. Any creature within range of this spell is considered to be inside your weapon's reach for this attack. On a hit, the target suffers the attack's normal effects, the attack deals an extra 1d4 psychic damage, and until the end of your next turn, you psionically mark the target. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the extra psychic damage increases by 1d4 for each slot level above 3rd.

SHATTERED TIME

5th-level evocation

Casting Time: 1 reaction, which you take when you hit a creature with a melee weapon attack

Range: 5 feet (20-foot radius sphere)

Components: V, M (a weapon worth at least 1 sp)

Duration: Concentration, up to 1 minute

You infuse your weapon with the temporal magic called chronomancy, landing a blow so powerful that it disrupts the flow of time in a 20-foot-radius sphere around you, allowing you to better harry your foes. The target of the triggering attack takes an additional 2d8 psychic damage, and you choose a point within 5 feet of you to be the center of the sphere, which remains for the spell's duration. When a creature enters the 20-foot-radius sphere or starts its turn there, you can mark it for the duration of the spell. It stops being marked by you if someone else marks it.

While it is within the sphere, a creature marked by you with this spell has disadvantage on any attack roll that doesn't target you. When a creature makes an attack that suffers disadvantage from this effect, you can use your reaction to make a melee spell attack against the creature. If you wish, before making this attack, as part of the same reaction, you can teleport to an unoccupied space within the sphere that is also within 5 feet of the target. On a hit, the target takes 5d8 psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases for each of its effects by 1d8 for each slot level above 5th.

Jeremy Forbing

CEREMORPHOSIS BLOODLINE

You or one of your ancestors were implanted with an illithid tadpole, and expected to undergo ceremorphosis into a mind flayer, but due to a genetic abnormality in either the host or the parasite, only a partial transformation took place. Now your bloodline can access a strange psychic sorcery, but you must battle your own alien thoughts to retain mastery over your destiny. The hive mind of the illithids is ever whispering into your subconscious, raking its aberrant thoughts across your mental defenses.

STRAY THOUGHTS

Deep within your subconscious you occasionally tap into some form of hive mind collective that houses thousands of alien creatures. Stray thoughts, unbidden and unwanted, spring forth to your conscious mind sporadically.

d6 Thought

- 1 Despite never – to your knowledge – having eaten it, you very clearly know the smell, texture, and taste of raw brainmatter.
- 2 Jagged, alien sounds play in your head in a repeating cycle, like a song you can't forget.
- 3 Your face occasionally spasms with muscular clenching as you unconsciously try to move facial tentacles you do not have.
- 4 Memories of strong fingers compressing the tight muscles of your boneless head send a thrill of pleasure through you before you suddenly remember that you have a skull.
- 5 You momentarily feel slow and clumsy, your body shorter and bulkier than it should be, before returning to equilibrium once more.
- 6 You recall standing on the deck of a ship as the endless void of galaxies drifts by, day after day, with no worlds in sight.

ILLITHID MAGIC

1st-level Ceremorphosis Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Ceremorphosis Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an enchantment or a divination spell from the sorcerer, warlock, or wizard spell list.

CEREMORPHOSIS SPELLS

Sorcerer Level Spells

1st	<i>dissonant whispers, mindfire*, mind sliver</i>
3rd	<i>detect thoughts, Tasha's mind whip^{TCE}</i>
5th	<i>intellect fortress^{TCE}, sending</i>
7th	<i>charm monster, psychic wall*</i>
9th	<i>Rary's telepathic bond, synaptic static^{XGE}</i>

HOSTILE ALIEN THOUGHTS

1st-level Ceremorphosis Bloodline feature

Your mind is awash with chaotic, alien thoughts and impulses. You gain advantage on saving throws against divination, enchantment, and charm spells and effects. In addition, any creature using a spell or effect to speak to or contact you telepathically or read your thoughts suffers 1d6 psychic damage. You can choose to suppress the damage if you wish, or increase it by an additional 1d6 for every sorcery point you spend. You can spend a maximum number of sorcery points per contact equal to your proficiency bonus.

PSYCHIC LINK

6th-level Ceremorphosis Bloodline feature

When a creature fails a saving throw against one of your spells that either deals psychic damage or requires an Intelligence saving throw, you establish a psychic link at the cost of 1 sorcery point per minute (expended at each 1 minute interval, or part thereof). You can only be linked to a single creature at a time. While linked to a creature, you can speak to it telepathically (and it can reply), know its exact location, know if it has any conditions that affect its mental state (frightened, charmed, etc.), and it has disadvantage on saving throws against your spells and opposed skill checks (such as pitting its Insight against your Deception, or to escape your grapple). The linked creature can make a Wisdom saving throw at the end of each of its turns against your spell save DC to break the psychic link.

The link can be ended by you at any time (no action required), if you choose not to pay the sorcery point cost, and automatically ends if the target changes planes, or you and the target are greater than 1 mile apart.

Creatures protected by *nondetection* or *mind blank* are immune to this ability.

PSYCHIC SYPHON

14th-level Ceremorphosis Bloodline feature

If you end a Psychic Link early, you can choose to regain 1 spent sorcery point, but both of you suffer violent psychic feedback which deals psychic damage

equal to your Charisma modifier (minimum of 1). Neither you nor your target can reduce this damage in any way.

PSIONIC MASTERY

18th-level Ceremorphosis Bloodline feature

You are able to hold a psychic link with a number of creatures up to your Charisma modifier (minimum of one), provided you can pay the sorcery point cost to maintain the links. If you use Psionic Syphon you can regain spent sorcery points from multiple creatures at once but suffer damage from each.

NEW CEREMORPHOSIS SPELLS

EXTRACT INTELLECT DEVOURER

6th-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

You attempt to transmute the brain of a living creature within range into an **intellect devourer**. The creature must make a successful Wisdom saving throw or suffer 10d6 + 40 psychic damage. If the damage reduces the target to 0 hit points, it dies as its brain emerges transformed into the aberrant creature.

The intellect devourer is not under your control, and is free to act as the DM decides, but does not consider you a threat (or a potential target) unless you harm it.

MINDFIRE

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 3 rounds

You select a creature within range and cause it to suffer searing mental agony, dealing 1d6 psychic damage and imposing disadvantage on concentration checks. A successful Wisdom saving throw negates the damage and ends the spell. On a failed saving throw, the creature suffers the damage and effect again at the start of its next turn, and can make another saving throw to end it. A second failed saving throw indicates damage at the start of their next turn, and the effect ends at the end of that turn.

PSYCHIC WALL

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a wall of crackling psychic energy on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is translucent and lasts for the duration.

When the wall appears, each creature within its area must make a Wisdom saving throw. On a failed save, a creature takes 4d8 psychic damage and incurs disadvantage on concentration checks to maintain spells, or takes half as much damage on a successful save and no penalty to concentration checks.

On one side of the wall, selected by you when you cast this spell, arcs of psychic energy lance out and deal 4d8 psychic damage to each creature that ends its turn within 10 feet of that side or inside the wall; this also imposes disadvantage on concentration checks to maintain spells. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

NEW METAMAGIC OPTION

Disruptive Spell

When you deal psychic damage to a creature with a spell, you can spend one sorcery point to impose disadvantage on the concentration check to maintain any spells or effects caused from the damage of the initial spell.

Micah Watt



CONJURER OF THE WAVES

Sorcerers of triton and merfolk bloodlines have magic of the sea coursing through their being. They have harnessed the power of the oceans and are unaffected by the disadvantages of casting underwater.

CONJURER OF THE WAVES ORIGINS

d6 Origin

- 1 You were orphaned and adopted by the merfolk. Their teachings and guidance have left you with the gift of sorcery.
- 2 You spent years of meditation on the Plane of Water to acquire the abilities of sorcery.
- 3 You were cursed by a sea witch. You now have the gift of sorcery, but are not yet sure what the curse is.
- 4 You found a precious stone on an archeological site on the Plane of Water. Since touching the stone, you have been granted the power of magic.
- 5 You camped in a small web of caves. While you were asleep, merfolk spellcasters held a secret induction ceremony close by. All of the new arcanists were given the power of magic and so were you.
- 6 You hibernated in the temple of Deep Sashelas. After centuries of deep sleep, you dreamt of the deity blessing you with magic. When you awoke, you had been given the gift of sorcery.

WAVE MAGIC

1st-level Conjurer of the Waves feature

You learn additional spells when you reach certain levels in this class, as shown on the Wave Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or a transmutation spell from the sorcerer, warlock, or wizard spell list.

WAVE SPELLS

Sorcerer Level Spells

1st	<i>detect magic, ice knife^{XGE}, mage armor</i>
3rd	<i>hold person, water cannon*</i>
5th	<i>lara's geyser*, wall of water</i>
7th	<i>charm monster, polymorph</i>
9th	<i>animate objects, cone of cold</i>

OCEAN ADEPT

1st-level Conjurer of the Waves feature

You gain a swim speed equal to your speed (or an additional 10 feet to your swim speed if you already have one) and are not impeded when casting spells or making melee attacks underwater.

AQUATIC DODGE

6th-level Conjurer of the Waves feature

When you are targeted by a ranged attack when you are within 10 feet of water, you can expend one sorcery point as a reaction to add your Charisma modifier to your AC until the start of your next turn.

AMBUSER FROM THE DEPTHS

14th-level Conjurer of the Waves feature

You gain advantage on Stealth checks to hide in aquatic environments. When making a spell attack while hidden from your target, you may add an extra damage die to your damage roll if the spell attack roll is a success.

CONJURER OF THE SEAS

18th-level Conjurer of the Waves feature

As a reaction to taking damage, you can immediately cast *wall of water* without expending a spell slot, centering the wall so that you are enclosed within it. The wall absorbs the damage of the triggering effect for you, reducing it to 0. You regain the use of this ability after a long rest.

NEW CONJURER OF THE WAVES SPELLS

IARA'S GEYSER

3rd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a drop of spring water)

Duration: Instantaneous

A geyser erupts from the ground and reaches 50 feet into the air. Creatures in a 20-foot radius must make a Dexterity saving throw. On a failure, the creature takes 4d8 bludgeoning damage and is hurled 50 feet into the air, then falls to the ground if they lack the ability to stay aloft. When they land, they take 1d6 bludgeoning damage for every 10 feet fallen (5d6 for 50 feet).

If there is insufficient height to reach 50 feet (i.e., a 20-foot-high ceiling), the spell expands only as high as the available space.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, add 10 feet to the height of the geyser for each level above 3rd level.

THRALL OF THE SEA

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a sea shell)

Duration: 1 minute

You select a point within range and a hypnotic merfolk song fills a 20-foot radius. All creatures within the area must make a successful Wisdom saving throw or become charmed for the duration. A charmed creature becomes incapacitated, and begins to walk slowly in the direction of the nearest ocean (the spell grants them this instinctive knowledge). A charmed creature will never put itself in peril, and can avoid dangerous environments or situations. The spell ends for an affected creature if it takes any damage, if someone else uses an action to shake the creature out of the enchantment, or if it reaches its destination.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration increases by 1 minute for each slot above 4th level. If you use a 9th level spell slot, the duration increases to 1 hour.

TRAVELER'S PEARL

6th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pearl)

Duration: 1 hour

One creature you can see within range is transported into an extradimensional space inside a small pearl. Unwilling targets must make a successful Wisdom saving throw or be transported inside of the pearl. Inside the pearl is a fully furnished room with a bed, desk, bookcase, and small windows through which the occupant can see outside of the pearl, but no one can see in. When the spell ends, the occupant is returned to the nearest unoccupied space next to the pearl.

WATER CANNON

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

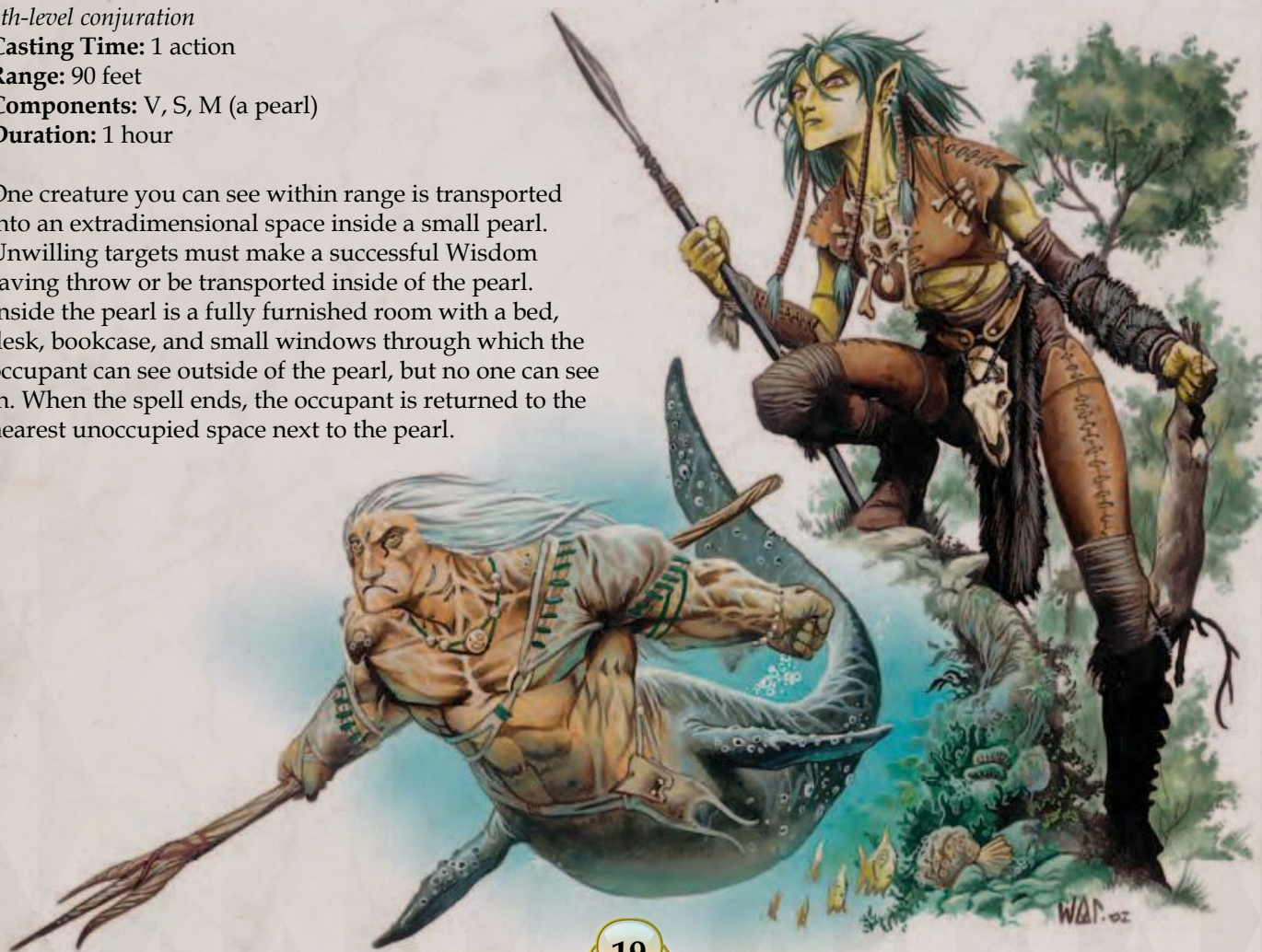
Components: V, S, M (a sapphire worth 100 gp)

Duration: Instantaneous

You hurl a 1-foot diameter sphere of water at a target you can see within range. The target must make a Dexterity saving throw, taking 3d10 bludgeoning damage on a failed save, or half as much damage on a successful one. The target is saturated by the spell, and any open flames they are carrying are extinguished.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, it deals an additional 1d10 bludgeoning damage for each spell slot above 3rd.

Elise Cretel



COSMIC BLOODLINE

The Far Realm, the Astral Plane, and the space between realms: what some beings call “outer space” is a frightening, beautiful, timeless place. A denizen of one of these realms is one of your ancestors, filling your blood with galactic potential.

COSMIC DESTINY

In the stars, the fates of all beings are written. Your ties to the power of the skies find subtle ways to express themselves all around you, with small portents and signs warning you of danger or guiding you to safety. This usually is recognized via a recurring sign that appears in your presence. Roll on the table below or create your own recurring sign:

d6 Recurring Sign

- 1 A lidless eye, usually found above a door, window, or other points of egress.
- 2 A crescent moon, found within paintings, sculptures, or other artwork.
- 3 A bloodied hand, wiped upon clothes, flags, or other fabrics.
- 4 A specific type of beast that you feel closely drawn to.
- 5 A specific melody or musical note, which is tied to an important person in your life.
- 6 A familiar scent, which is tied to an important moment in your life.

COSMIC MAGIC

1st-level Cosmic Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Cosmic Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a spell on the sorcerer spell list or a divination spell.

COSMIC SPELLS

Sorcerer Level Spells

1st	<i>comprehend languages, detect evil and good</i>
3rd	<i>fate changer*, locate object</i>
5th	<i>destiny projection, arcane reflow*</i>
7th	<i>carcane eye, divination</i>
9th	<i>contact other plane, glimpse of fate*</i>

COSMIC ALIGNMENT

1st-level Cosmic Bloodline feature

When you finish a short or long rest, you align yourself to part of the cosmic heavens. Choose Stars, Sun, Moon, or Void. Whenever you cast spells, you gain additional options based on the cosmic element you are currently aligned with.

When aligned to the stars, spells you cast that deal damage to multiple targets deal 1 extra damage to each target.

When aligned to the sun, creatures targeted by your spells glow with bright light in a 5-foot radius and dim light 5 feet beyond that until the end of your next turn.

When aligned to the moon, if you cast a spell that deals damage, you gain resistance to that damage type until the start of your next turn.

When aligned to the void, if you cast a spell which affects multiple targets that requires a saving throw and all affected creatures succeed on their saving throw, you regain 1 expended sorcery point.

THE COSMOS ABOVE

6th-level Cosmic Bloodline feature

Your attunements grant you greater benefits:

Stars: You can teleport up to your speed as an action.

Sun: You cannot be moved by another creature against your will.

Moon: You gain a flight speed equal to your walking speed.

Void: You don't need to breathe. When you walk, you make no sound, granting you advantage on Dexterity (Stealth) checks that rely on moving silently.

COSMIC AVENGER

6th-level Cosmic Bloodline feature

You wreath yourself in a cloak made of sky. This cloak takes the appearance of the sky at the present moment; for example, whether it's a cloudy day, starry night, or rainy afternoon, the cloak matches it. If you lose the cloak or it is destroyed, you can recreate it during a long rest by using 500 gp of materials.

While wearing your cloak, as a reaction to a creature casting a spell of 5th level or lower that targets or affects you, you can use your reaction to cause the creature to be targeted by the spell as well. Once you've used this feature a number of times equal to your Charisma modifier (minimum one), you cannot use it again until you complete a long rest.

STARSIGHT

14th-level Cosmic Bloodline feature

As an action, you can create a starry ball of light in your hand. This ball casts bright light in a 5-foot radius, and dim light 5 feet beyond that. You can touch a willing

creature, which causes the light to float a few inches from its forehead. This lasts for 1 minute. Whenever this effect expires, you can expend a sorcery point to extend it for an additional minute.

The effect of this ball is based on your attunement:

Stars: Self and touch spells you cast upon yourself also affect the target.

Sun: Fiends and undead within the light cast from the ball have disadvantage on attacks.

Moon: The target can use your ability modifiers or its own when making saving throws.

Void: The target cannot be detected by spells or other magical effects. The target cannot be seen using truesight, darkvision, tremorsense, or blindsight.

COSMIC FORM

18th-level Cosmic Bloodline feature

You can expend 6 sorcery points as a bonus action to magically transform your body into a large creature resembling a silhouette of yourself. Looking at you is like staring into a hole cut in the universe, where only stars and nebulae exist beyond.

In this form, you have resistance to all damage except force and radiant damage, and once per round you can change your attunement using no action.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

NEW COSMIC BLOODLINE SPELLS

ARCANE REFLOW

3rd-level abjuration

Casting Time: 1 reaction

Range: 150 feet

Components: V, S

Duration: Instantaneous

As a reaction to a creature within range casting a spell, you twist cosmic threads of fate into the magics to alter their destination. You automatically change the target of the spell for spells of 3rd level or lower. The new target must be one that is valid for the spell and altering the spell in this way does not allow you to know which spell is being cast.

For spells of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, you can alter the target of the spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you change the target of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.



DESTINY PROJECTION

3rd-level illusion

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a bit of clothing or hair from the creature you're copying, which is consumed when casting the spell)

Duration: Concentration, up to 1 minute

Burning away the material components, you create an illusion of a creature the clothing or hair belonged to. This creates a perfect illusion, feeling, smelling, and sounding exactly like the target. The illusion is puppeted by you, acting exactly as you do. The illusion is physically present and able to interact with the environment around it.



If you make the illusion say or do something that it would not normally do or say, the illusion flickers momentarily, causing suspicion within viewers who can make Wisdom saving throws. A successful saving throw allows the individual to see through your illusion.

FATE CHANGER

2nd-level divination

Casting Time: 1 reaction

Range: 60 feet

Components: V, S, M (a gold coin, which is consumed as part of casting the spell)

Duration: Instantaneous

You fill yourself with an abundance of fate. As a reaction to a creature within range rolling a 1, it is instead treated as a 20. Alternatively, as a reaction to a creature within range rolling a 20, it is instead treated as a 1.

Unwilling targets are allowed a Charisma saving throw against your spell save DC to resist this effect.

GLIMPSE OF FATE

5th-level divination

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (an icosahedron)

Duration: Concentration, up to 1 minute

You fill the mind of the target with glimpses of all their potential futures. Upon casting, and at the end of each of the target's turns, it can make an Intelligence saving throw. On a success, the spell ends immediately. On a failure, the target takes 20 psychic damage and is blinded until the end of their next turn.

Bryan Holmes

CURSED BLOODLINE

Curses are sinister and powerful forms of magic. They can be woven from hate and spite alone to last millennia, to last far longer than those who set them. Because hatred endures beyond the hateful, curses can slumber for untold centuries, never losing their potency, never losing their purpose. Even when that purpose has long been forgotten, when whatever they were set to guard has long since fallen to ruin, the curse remains. The curse waits, without recourse or reluctance, to release upon the world its malice.

Whether left to guard the treasures of ancient tombs, sacred relics of fallen temples, or forbidden prisons of dark things, curses exist to punish and deter in the most terrifying manner possible, from killing and maiming to leaving lasting enchantments to deform and transform so those who survive exist as a warning to others.

But the powerful magic of curses can have secondary effects. Some of those who live with one may learn to pull its threads to manipulate the world and to share the curse's misfortune with those around them. Others may also learn to use it as a conduit to the Weave.

And, sometimes, one can do both.

SOURCE OF CURSED ESSENCE

d6 Cursed Essence

- 1 One of your parents held a cursed artifact, and that magic connected you to the Weave.
- 2 Your bloodline was cursed long ago by a powerful entity, but the curse has become diluted or changed over the centuries.
- 3 A number of ill omens occurred on your birth. These omens still follow you.
- 4 You are both blessed and cursed by a deity of fate or luck who has plans for you.
- 5 You were cursed by a powerful spell that was removed, but left you with lasting effects.
- 6 You angered a traveling fortune teller at a carnival.

CURSED MAGIC

1st-level Cursed Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Cursed Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an enchantment or a transmutation spell from the sorcerer, warlock, or wizard spell list.

CURSED SPELLS

Sorcerer Level Spells

1st	<i>bane, hex</i>
3rd	<i>critical miss*, discombobulate*</i>
5th	<i>bestow curse, remove curse</i>
7th	<i>confusion, greater bane*</i>
9th	<i>geas, susceptibility*</i>

BONUS PROFICIENCIES

1st-level Cursed Bloodline feature

You can feel the tangle of fate and fortune and know which thread to tug to affect luck. When a creature within 30 feet that you can see makes an attack roll, ability check, or saving throw with advantage, you can use your reaction to remove advantage from the attack roll, ability check, or saving throw.

SHARE THE MISFORTUNE

6th-level Cursed Bloodline feature

You emanate an aura of ill luck. When you make an attack roll, ability check, or saving throw, you can choose to make that attack roll, ability check, or saving throw with disadvantage. If you do, all creatures within 10 feet of you have disadvantage on the next check or roll they make of the same type within the next 1 minute.

For example, if a circumstance causes you to make a saving throw, you can choose to make that saving throw with disadvantage. If you do so, you can force all creatures within 10 feet of you to make their next saving throw within 1 minute with disadvantage.

In addition, when a creature (including yourself) within 60 feet that you can see makes an attack roll or ability check, you can spend 1 sorcery point to cause that roll or check to be taken with disadvantage.

You can't spend more than your proficiency bonus on sorcery points for this ability in a single round.

SCHADENFREUDE

14th-level Cursed Bloodline feature

You can touch the thread of misfortune set by fate to refresh your magic. When a creature within 30 feet of you that you can see makes an attack roll, ability check, or saving throw with disadvantage, you can use your reaction to gain 1 sorcery point if you are below half of your maximum sorcery points.

CALAMITOUS GOVERNANCE

18th-level Cursed Bloodline feature

Your ability to bring ill fortune is unparalleled. Lucky you. When a creature within 60 feet of you makes an attack roll, ability check, or saving throw with

disadvantage, it must reroll the higher one of the dice once, taking the lowest result.

NEW CURSED BLOODLINE SPELLS

CRITICAL MISS

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You can compel a creature that you can see within range to make a Charisma saving throw. On a failed save, the creature makes attack rolls with disadvantage. If the creature makes an attack roll and misses, the creature rolls a d6 to determine what happens: 1–2: creature falls prone (if it is immune to the prone condition, its speed becomes 0 until the start of its next turn); 3–4: the creature drops its weapon (if it can't, it falls prone); 5–6: each creature within reach can use its reaction to make an opportunity attack. The creature can repeat the saving throw at the end of each of its turns to end the effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

DISCOMBOBULATE

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a broken bell)

Duration: 1 minute

You can compel up to three creatures of your choice that you can see within range to make Charisma saving throws. On a failed saving throw, the creature moves in a random direction whenever it moves or takes the Dash action for the duration of the spell. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. The creature can repeat the saving throw at the end of each of its turns to end the effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

GREATER BANE

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shard of a broken mirror)

Duration: Concentration, up to 1 minute

You can compel up to five creatures of your choice that you can see within range to make a Charisma saving throw. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll 2d4 and subtract the number rolled from the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target two additional creatures for each slot level above 4th.

SUSCEPTIBILITY

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (iron rust and bone dust)

Duration: 1 minute

You can compel a creature that you can see within range to make a Charisma saving throw. On a failed save, the creature becomes vulnerable to a damage type of your choice. If the creature is immune to the chosen damage type, it becomes resistant instead. The creature can repeat the saving throw at the end of each of its turns to end the effect.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th.

Iam Pace



ELEMENTAL ENCHANTER

These sorcerers draw their spellcasting power from the elemental planes. This rare sorcery skill set can sometimes result from planar lineage or long stays on one of the elemental planes. Some sorcerers have been known to travel to the elemental planes and remain for many years in isolated meditation hoping to tap into this ancient magic and master this primordial power.

ELEMENTAL ENCHANTER ORIGINS

d6 Origin

- 1 You stumbled upon a magically hidden location on an elemental plane. After long meditation, you were gifted with elemental powers.
- 2 An elemental creature sent you on a series of quests and granted you elemental magic to complete the tasks.
- 3 You visited a sacred temple on each of the four elemental planes. This pilgrimage left you with the power of elemental sorcery.
- 4 You defeated a dangerous elemental creature and their magic was passed to you as they perished.
- 5 Elemental stones have been embedded into your skin along with a tattoo, which grants you elemental power.
- 6 You were born into a family of elemental casters. The elemental powers pass down to every other generation.

ELEMENTAL ENCHANTMENT MAGIC

1st-level Elemental Enchanter feature

You learn additional spells when you reach certain levels in this class, as shown on the Elemental Enchantment Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation or a conjuration spell from the sorcerer, warlock, or wizard spell list.

ELEMENTAL ENCHANTMENT SPELLS

Sorcerer Level Spells

1st	<i>absorb elements</i> ^{XGE} , <i>chromatic orb</i> , <i>earth tremor</i> ^{XGE}
3rd	<i>earthbind</i> ^{XGE} , <i>pyrotechnics</i>
5th	<i>erupting earth</i> ^{XGE} , <i>Melf's minute meteors</i> ^{XGE}

Sorcerer Level Spells

7th	<i>enchantment of fire and ice</i> *, <i>fire shield</i>
9th	<i>conjure elemental</i> , <i>elemental bridge</i> *

ELEMENTAL ADEPT

1st-level Elemental Enchanter feature

After a long rest, you can select resistance to one of the following damage types of your choice: fire, cold, acid, or thunder damage.

ANATHEMA OF FIRE AND ICE

6th-level Elemental Enchanter feature

When you roll initiative, you can select a single creature within 60 feet to be marked with an invisible elemental rune that lasts for 1 minute. While marked, the creature has disadvantage on attack rolls against you, and when you successfully hit it with a spell attack you can expend a sorcery point to deal an additional 1d8 fire damage and 1d8 cold damage.

PRIMORDIAL MAGUS

14th-level Elemental Enchanter feature

You may spend 3 sorcery points to cast *conjure elemental* without expending a spell slot. An elemental conjured this way has maximum hit points and if your concentration is broken, the elemental vanishes back to its plane instead of becoming uncontrolled.

ELEMENTAL KILL SHOT

18th-level Elemental Enchanter feature

If you cast a sorcery spell of 1st level or higher and that spell causes a creature's hit points to drop to zero, the target erupts in a deadly explosion. All creatures within a 10-foot radius must make a Constitution saving throw, taking 6d8 damage of your choice of acid, cold, fire, or lightning on a failed save, or half as much on a successful one.

NEW ELEMENTAL ENCHANTER SPELLS

ELEMENTAL BRIDGE

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You conjure a bridge that is up to 50 feet long and made of one of the following elements: air, fire, earth, or water. The bridge must be in contact with a solid surface at both ends. When you cast this spell, you designate up to ten creatures you can see who can use the bridge safely. The bridge acts as a solid platform for you and

the designated creatures, but for all other creatures who attempt to interact with the elemental bridge, it acts as the element from which it is conjured.

This bridge lasts for 1 hour or until you end it using a bonus action. Creatures not among those selected who interact with the bridge are subject to the following effects, based on the bridge type:

Air: A mighty gust of wind buffets any creatures on the bridge. They must make a successful DC 17 Dexterity saving throw or be blown backward 20 feet from the point of contact.

Fire: A flare of fire leaps forth to engulf creatures on the bridge. They must make a successful DC 18 Dexterity saving throw or take 3d10 fire damage. If the creature is wearing or carrying flammable materials, they catch on fire.

Earth: This bridge is solid, but creatures on it must make a successful DC 17 Dexterity saving throw or fall prone as the earth beneath them quakes.

Water: A large wave of water crashes over any creatures on the bridge. They must make a successful DC 18 Dexterity saving throw or be swept backward from the point of contact 10 feet by the force of the water and fall prone.

ELEMENTAL TRANSCENDENCE

9th-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

The elements are the building blocks of existence, and are connected to all creation. Upon casting this spell, you ascend into a deep meditation that transports you to an elemental plane of your choosing. While on the plane you are encased in a protective magical barrier of force that protects you from interacting with creatures or suffering any detrimental planar effects while on the plane for the duration of the spell.

You select a location no greater than 1-mile radius on the Prime Material plane, or on any elemental planes that connect to your chosen plane. For the duration of the spell, you may view this location over any historical time period as though looking upon it in real time. You may view the past or present, but not the future. For each minute you spend in meditation, you may view 24 hours of events at the location, switching time periods as you choose until the spell's duration has elapsed. You can move your perspective around within the 1-mile location to get different detail or frame of reference, but everything outside the 1-mile area appears swallowed by the elemental forces surrounding you.

ENCHANTMENT OF FIRE AND ICE

4th-level enchantment

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

A nonmagical weapon you touch becomes a magic weapon. For the duration, the weapon deals an extra 1d6 fire and 1d6 cold damage when it hits. This does not stack with other castings of this spell, or other spells such as *elemental weapon* or *holy weapon*.

At Higher Levels. When you cast this spell using a 6th level spell slot, the extra damage increases to 1d8. When you use a spell slot of 8th level, the extra damage increases to 1d10.

PRIMORDIAL COMMINATION

6th-level abjuration

Casting Time: 1 action

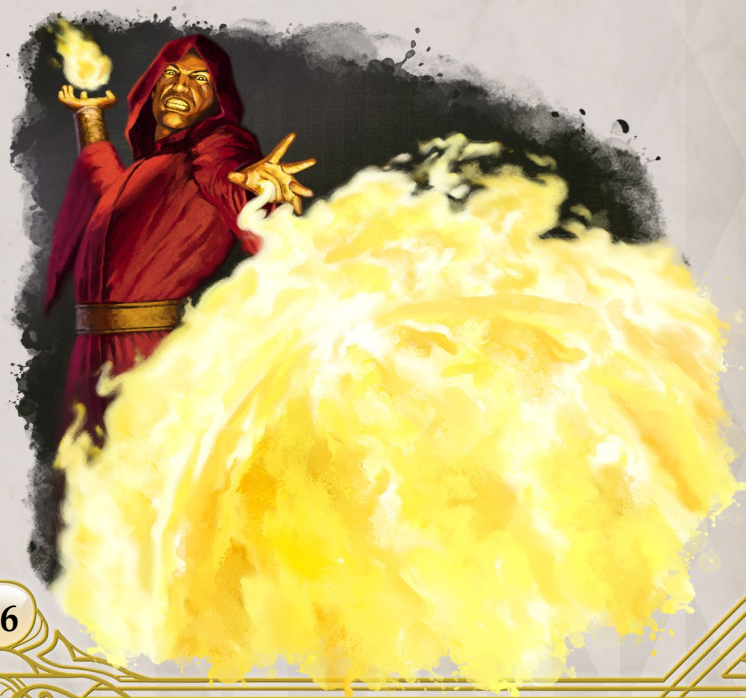
Range: 30 feet

Components: V, S, M (a piece of rock salt)

Duration: Concentration, up to 1 minute

You attempt to send one target creature that you can see within range to one of the elemental planes: Plane of Water, Plane of Air, Plane of Fire, or Plane of Earth. The target must succeed on a Charisma saving throw or be transported to a random location on the plane you specify. At the start of the creature's turn it takes 2d8 damage of the type associated with the plane—bludgeoning (Earth), cold (Water), fire (Fire), or lightning (Air). The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target creature is native to the selected plane, they may elect to remain on the plane when the spell ends.

Elise Cretel



ERYTHROCYTE ORIGIN

Sorcerers of the erythrocyte bloodline have overcome significant obstacles to rise into magical power. Whether they were born with it or developed it later in life, these sorcerers suffered some sort of blood disorder that was later cured by magical means. Through this cure, they gained the notice of a god (often Lathander) for their perseverance and were granted the ability to use their blood for magical manipulation.

ERYTHROCYTE SORCERER QUIRKS

The magic flowing through your blood may manifest through different quirks.

d6 Quirk

- 1 Your irises are a blood-red color.
- 2 Your blood glows blue below your skin.
- 3 When you bleed, your blood makes a sizzling sound.
- 4 Your blood smells and tastes like lavender.
- 5 You dream only in shades of red.
- 6 You prefer your meat raw.

ERYTHROCYTE MAGIC

1st-level Erythrocyte Origin feature

You learn additional spells when you reach certain levels in this class, as shown on the Erythrocyte Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level.

ERYTHROCYTE SPELLS

Sorcerer Level Spells

1st	<i>blood tether*</i> , <i>inflict wounds</i>
3rd	<i>augury</i> , <i>skywrite</i> ¹
5th	<i>blood dart*</i> , <i>life transference</i>
7th	<i>aura of life</i> , <i>death ward</i>
9th	<i>contagion</i> , <i>degradation*</i>

¹ The message appears as blood, rather than clouds.

BLOOD-FUELED CASTING

1st-level Erythrocyte Origin feature

You have learned how to use your blood to replace other magical components. Your blood acts as a spell focus for your sorcerer spells. If a component costs 50

gp or more, you can expend 10 hit points for each 50 gp worth of spell components instead of using the actual component. Additionally, you can use your blood to regain spell slots. You can expend any number of Hit Dice to regain a total level of spell slots equal to the number of Hit Dice you expended. The level of spell slot regained cannot exceed your Constitution modifier.

BLOOD-FUELED HEALING

1st-level Erythrocyte Origin feature

You have learned how to heal yourself through unique sorcerous powers. As an action, you can expend any number of sorcerer points. You can roll 1d6 per point expended and regain hit points equal to the total rolled + your Constitution modifier.

MY BLOOD FOR YOURS

6th-level Erythrocyte Origin feature

You learn how to channel your wounds into even greater power. When you take piercing or slashing damage, you can choose to double the number of damage dice dealt to you. Doing this allows you to choose to either gain advantage to hit for your next spell attack or to impose disadvantage to a target's saving throws. If you choose to gain advantage on a hit, you can expend a number of Hit Dice up to your Charisma modifier (minimum of 1) to inflict additional damage of the same type as your spell. If you regain hit points before you expend this spell attack, the effect is lost.

REJUVENATING RESPITE

14th-level Erythrocyte Origin feature

When you finish a long rest, you regain an additional number of expended Hit Dice equal to your Charisma modifier (minimum of one).

CELLULAR OVERTCLOCKING

18th-level Erythrocyte Origin feature

The healing capacity of your magic infuses you at a cellular level. When you cast a spell, you can expend any number of sorcerer points. For each point you expend, you regain a number of hit points equal to the spell level you cast.

NEW ERYTHROCYTE ORIGIN SPELLS

BLOOD DART

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You can force a small amount of your blood through your pores, forming the blood into the shape of an arrow. You make a ranged spell attack roll against a creature in range. If the target has less than half their maximum hit points, you make this roll with advantage. On a hit, the target takes 6d6 necrotic damage.

At Higher Levels. When you cast this spell at 5th level or higher, you can make an additional attack (against the same creature or a different one) for each two spell levels above 3rd level.

BLOOD TETHER

1st-level divination

Casting Time: 1 action

Range: Touch

Components: S, M (a drop of your own blood)

Duration: 1 hour

You touch a creature and temporarily form an unbreakable bond with them. If the creature is unwilling to form this bond, they must succeed on a Charisma saving throw to avoid it. For the duration, you know the exact location, health, and surface thoughts of the creature you're tethered to. This bond is broken if you and the target are more than 1 mile apart, are on different planes, if you end it (no action required), or if an unwilling creature succeeds on the saving throw at the end of their turn.

At Higher Levels. When you cast this spell at 2nd level or higher, you can target an additional creature and the spell lasts an additional hour for each level above the 1st.

DEGRADATION

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bloodstone worth at least 100 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You target a creature you can see within range and force them to make a Constitution saving throw. On a failure, when they would receive healing from a magical source, they instead lose the number of hit points they would

gain. An affected creature can repeat the Constitution saving throw at the end of each of their turns, ending the effect on themselves on a success.

At Higher Levels. When you cast this spell at 6th level or higher, you can target an additional creature for each level above the 5th.

INFUSION

7th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (an opal worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

Your touch activates the healing capabilities of every cell in the target's body, causing rapid regeneration from even the most vicious wounds. The target creature recovers a number of hit points equal to half their maximum hit points.

Ryan Langr



EYE TYRANT BLOODLINE

Rumored to be either an arcane experiment gone right, or a beholder's fevered dream gone wrong, there is no mistaking the origins of this sorcerous bloodline. Gifted with unnatural perception and plagued by alien dreams, eye tyrant sorcerers gravitate to the fringes of society or delve amongst the ruins of ancient civilizations, driven to seek trappings of power lost to time.

MAGICAL MANIFESTATIONS

When you draw upon your heritage to cast spells of 1st level or higher, odd magical manifestations occur in your vicinity

d6 Manifestation

- 1 An eye erupts somewhere on your body, blinks and moves of its own accord, before quickly vanishing again.
- 2 Your irises and pupils vanish, leaving your eyes as pure white orbs. This does not affect your vision, and their normal appearance gradually returns over a few minutes.
- 3 Ten ghostly orbs appear above your head like a crown, then wink out one by one.
- 4 You reflexively smile, revealing a too-wide mouth full of razor sharp teeth. Between glances the smile is gone, leaving onlookers to wonder if they really saw it.
- 5 You appear to float off the ground for a second or two.
- 6 A shadow falls across you in a strange way for a moment, darkening your body but not your head, giving a fleeting impression of disembodiment before it passes.

EYE TYRANT MAGIC

1st-level Eye Tyrant Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Eye Tyrant Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a divination or a transmutation spell from the sorcerer, warlock, or wizard spell list

EYE TYRANT SPELLS

Sorcerer Level Spells

1st	<i>ray of sickness, sleep</i>
3rd	<i>levitate, ray of enfeeblement</i>
5th	<i>counterspell, fly</i>
7th	<i>arcane eye, tyrant's eyes*</i>
9th	<i>dominate person, lucid daydreams*</i>

TYRANT SIGHT

1st-level Eye Tyrant Bloodline feature

You gain proficiency in the Perception skill and are immune to the blinded condition. When you reach 7th level in this class, you can see through magical darkness, and at 13th level you can see invisible and ethereal creatures.

RAY MASTERY

6th-level Eye Tyrant Bloodline feature

You can augment spells or abilities you use that produce ray effects (beam effect targeting a single creature) to either gain advantage to attack rolls or impose disadvantage on saving throws. You can use this ability a number of times equal to your proficiency modifier, regaining expended uses after a short rest.

NATURALLY BUOYANT

14th-level Eye Tyrant Bloodline feature

You gain a fly speed equal to half your walking speed. You never touch the ground unless you choose to and cannot be knocked prone while flying.

MAGIC RESISTANCE

18th-level Eye Tyrant Bloodline feature

You are naturally resistant to spells and magical effects, gaining advantage on saving throws against these abilities and effects.

If you successfully save against a ray effect (beam effect targeting a single creature) you reflect it back at the creature who cast it as if you were the caster.

NEW EYE TYRANT BLOODLINE SPELLS

CROWN OF THE BEHOLDER

8th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a beholder eye)

Duration: 1 minute

Ten colored spheres appear above your head, floating like a spectral crown until the spell ends. You can use a bonus action to discharge a single orb, creating a 120-foot ray effect as per the table below. Once a particular orb is expended, it vanishes and cannot be used again.

Orb Color	Effect
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Red	<i>Charm Ray.</i> The target must make a Wisdom saving throw or be charmed by you for 1 hour, or until you harm it.
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Orange	<i>Paralyzing Ray.</i> The target must succeed on a Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
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Yellow	<i>Fear Ray.</i> The target creature must succeed on a Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
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Green	<i>Slowing Ray.</i> The targeted creature must succeed on a Dexterity saving throw or become slowed. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, but not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
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Purple	<i>Enerotation Ray.</i> The targeted creature must make a Constitution saving throw, taking 10d8 necrotic damage on a failed save, or half as much damage on a successful one.
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White	<i>Telekinetic Ray.</i> If the target is a creature, it must succeed on a Strength saving throw or you can move it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of your next turn or unless you become incapacitated. You can use your action to maintain the grip beyond the first turn, requiring the target to make a Strength saving throw or remain restrained and be moved up to 30 feet at your discretion. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. You can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
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Orb Color	Effect
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Blue	<i>Sleep Ray.</i> The targeted creature must succeed on a Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
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Brown	<i>Petrification Ray.</i> The targeted creature must make a Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by a <i>greater restoration</i> spell or other magic.
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Grey	<i>Disintegration Ray.</i> If the target is a creature, it must succeed on a Dexterity saving throw or take 10d8 force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
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Black	<i>Death Ray.</i> The targeted creature must succeed on a Dexterity saving throw or take 10d10 necrotic damage. The target dies if the ray reduces it to 0 hit points.
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LUCID DAYDREAMS

5th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a prism)

Duration: Concentration, up to 1 minute

This spell assaults and twists creatures' minds, spawning lucid daydreams and visions that interfere with their grasp of reality. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10 Effect

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- 2-6 The creature doesn't move or take actions this turn.
- 7-8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9-10 The creature can act and move normally.

At the start of each of its turns, an affected target can make a Charisma saving throw. If it succeeds, it can act normally on its turn and regains control of its dreams. As a bonus action, the target can manifest a small object from its dreams (maximum 50 pounds, and no larger than can be held in a single hand) as if it cast the *fabricate* spell. The item is nonmagical, does not require raw materials to manifest, and vanishes after 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radius of the sphere increases by 5 feet for each slot level above 5th.

RAY SHIELD

7th-level abjuration

Casting Time: 1 reaction

Range: Self

Components: V, S, M (a mirror)

Duration: Instantaneous

You can erect a shimmering crystalline barrier of force that intercepts ray effects of creatures or spells of 7th level or lower that produce ray effects. The incoming ray is negated and converted to sorcery points equal to your proficiency bonus. If this would exceed your sorcery point cap, the excess points are lost.

TYRANT'S EYES

4th-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a set of 10 iron rings)

Duration: Concentration, up to 1 hour

You select up to 10 creatures within range who immediately grow an extra eye, near to where each creature's eyes or sensory organs normally reside. Unwilling creatures can make a Charisma saving throw to negate the effect.

While an affected creature remains within 1 mile of you, you can see what it sees, although the eyes convey no additional perception beyond your normal senses. If a creature moves beyond the 1 mile range, that eye ceases to function until the creature is within range again.

Processing such a large volume of sensory information is difficult, and for the duration of the spell you make attack rolls and skill checks at disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration of the spell increases by 1 hour for each slot level above 4th.

Micah Watt



FEY DIVINER

Creatures of the Feywild are born into a powerful font of magic of the realm. Fey Diviners are sensitive to the subtleties in the Weave and reach into its depths to cast powerful magic. Fey Diviners can be creatures born in the Feywild or be descended from the fey creatures of this plane.

FEY ORIGINS

d6 Origin

- 1 You were born in the center of a fairy ring.
- 2 A powerful fey high mage gifted you an artifact that implanted itself into your forearm, leaving a scar and the fey gift of sorcery.
- 3 You spent centuries in a sacred location of the Feywild. This exposure led to your sorcery abilities.
- 4 You were bitten by a rabid fey creature and their sorcery or magic was passed on to you.
- 5 You swam in a lake that was connected to the Feywild, leaving you imbued with the power of fey magic.
- 6 You did a favor for a fey dragon and they gifted you with magic in return.

FEY DIVINER MAGIC

1st-level Fey Diviner feature

You learn additional spells when you reach certain levels in this class, as shown on the Fey Diviner Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an enchantment or a conjuration spell from the sorcerer, warlock, or wizard spell list.

FEY DIVINER SPELLS

Sorcerer Level Spells

1st	<i>color spray, detect magic, pillar of thorns*</i>
3rd	<i>enlarge/reduce, spider climb</i>
5th	<i>counterspell, Feywild adagio*</i>
7th	<i>forest seize*, greater invisibility</i>
9th	<i>far step, creation</i>

BALEFIRE CONJURER

1st-level Fey Diviner feature

You may use an action to generate magical light on any object or item taken or crafted from woodland materials, such as a wooden staff. This light lasts one hour and sheds bright light for 60 feet and dim light for an additional 60 feet. This light may be of any color or hue, and you can change this at will. You may spend 2 sorcery points when you use this ability to make the light penetrate magical darkness. You may end this effect at any time.

You can use this ability a number of times equal to your Charisma modifier (minimum of 1). You regain expended uses after a long rest.

FOREST AEGIS

6th-level Fey Diviner feature

As a bonus action, you summon a shield of swirling leaves. You can choose to levitate off the ground up to 30 feet in the air until the end of your next turn, at which point you float gently back down to the ground. While this shield is active, creatures targeting you have disadvantage on all attack rolls.

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

FLOURISH OF LEAVES

14th-level Fey Diviner feature

As a bonus action, you may spend 2 sorcery points to conjure leaves that swirl around you and you may teleport to a spot you can see within 90 feet.

HEROIC GEST

18th-level Fey Diviner feature

On your turn you can tap into the magic of the Feywild to take one additional action, but may only cast a spell with this action. This supersedes the limitations of casting a single spell on a turn. You may not use this ability on the same turn as Action Surge or a similar ability.

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

NEW FEY DIVINER SPELLS

FEYWILD ADAGIO

3rd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a pinch of sand)

Duration: 1 turn

Time is altered for you as you tap into the energies

of the Feywild. You speed up as everything around you slows down. Until the end of your next turn, your speed is doubled, movement doesn't provoke attacks of opportunity, you may make an additional attack if you take the Attack action, and you have advantage on attack rolls and saving throws. Creatures targeting you have disadvantage on attack rolls until the spell ends.

FLICKER

3rd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of fairy dust)

Duration: 1 minute

You become invisible, leaving behind a confusing illusion of ten images of yourself that randomly appear and disappear in locations within 120 feet of you until the end of your next turn. The invisibility effect lasts for 1 minute, but ends if you cast a spell or make an attack.

FOREST SEIZE

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a rose thorn)

Duration: 1 minute

Thorny vines rise from the ground at a point you can see within range and quickly wind around anything in their path. All creatures in a 10-foot-radius must make a Dexterity saving throw. On a failure, creatures take 3d10 piercing damage and are grappled (escape DC equal to your spellcasting DC). On a success, creatures take half damage and are not grappled. The area is difficult terrain for the duration. Any creatures entering this area are subject to its effects.

At Higher Levels. When you cast this spell using a spell slot of level 6 or higher, the radius of the spell is expanded by 10 feet for each two slot levels above 4th.

PILLAR OF THORNS

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of briar)

Duration: 1 minute

Thorny vines erupt from the earth at a point you can see within range, forming a pillar that is 30 feet tall and has a flat platform 10 feet in diameter at the top. The sides of the pillar are considered difficult terrain. A creature contacting the pillar sides on a turn or starting their turn in contact with the pillar sides must make a Dexterity saving throw. On a failed save, the creature takes 1d10

piercing damage and 2d6 poison damage. On a success, the creature takes half damage.

At Higher Levels. When this spell is cast using a 2nd or higher level spell slot, add 1d6 poison damage for each slot level above 1st level.

Elise Cretel



FIEND BLOODLINE

Dabbling with the powers of the lower planes, your ancestors bargained for powers that still linger in your blood today. While your fiendish blood might not manifest itself as evidently as it does for a tiefling or cambion, you are able to tap into this well of power to summon the strength of the Blood War itself.

FIENDISH EXPRESSION

Everyone knows that if you have horns and a tail, you're a tiefling! Except everyone is wrong. There are so many manifestations of fiendish ancestry and it's not limited to just tieflings. In your case, you can roll on the table below, choose an expression, or create one of your own.

d6 Expression

- 1 Your skin is coated in raised, hardened tissue, creating arbitrary patterns that shift slowly over time.
- 2 The air around you shimmers and shifts like heat coming from a pool of tar.
- 3 Your teeth are all shaped like canines, and grow back immediately when they fall out.
- 4 Your nails are orange and hard as iron. Upon each of your thumbnails is a design denoting your heritage.
- 5 Whenever you cast a spell with a verbal component, your words are echoed by unseen voices.
- 6 All the hair on your body is coarse and thick, like goat hair.

FIEND MAGIC

1st-level Fiend Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Fiend Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation spell.

FIEND SPELLS

Sorcerer Level Spells

1st	<i>hellish rebuke, witless*</i>
3rd	<i>flame blade, Melf's acid arrow</i>
5th	<i>illusion of perfection*, lightning bolt</i>

Sorcerer Level Spells

7th	<i>read the fine print*, wall of fire</i>
9th	<i>flame strike, heart's desire*</i>

ABYSSAL HELLFIRE

1st-level Fiend Bloodline feature

Spells you cast are imbued with a portion of the Lower Planes. When you cast a spell that deals acid or fire damage, you can spend 1 sorcery point to ignore resistance to acid and fire damage, or 3 sorcery points to ignore immunity to acid and fire damage.

If a spell can affect more than one target, you must expend separate sorcery points for each target you wish to be affected.

HELLGATE

6th-level Fiend Bloodline feature

Whenever you cast a conjuration spell and summon a single creature, you can summon a fiendish version of that creature instead. This changes the creature's type to fiend, and grants it resistance to cold, fire, and lightning damage, and immunity to poison damage.

Additionally, all of its attacks deal fire damage equal to your Charisma modifier (minimum of 1).

FIENDISH EXPRESSION

6th-level Fiend Bloodline feature

Hints of your origin begin to show up as physical manifestations. Choose demon, devil, or yugoloth. Once this choice is made, it cannot be changed. You gain benefits based on this choice:

Demon. You gain telepathy out to a range of 60 feet, and you have resistance to fire damage.

Devil. Magical darkness doesn't impede your vision, and you have resistance to cold damage.

Yugoloth. Damage from your weapon attacks ignores resistance and you have resistance to lightning damage.

FIENDISH GRAFT

14th-level Fiend Bloodline feature

You can spend 10 sorcery points as a bonus action to enter a state where a fiend merges with your body for 1 minute. You change your type to fiend, and gain resistance to cold, fire, and lightning damage. If you already have resistance to cold, fire, or lightning damage when you use this feature, you gain immunity to that damage type instead.

Additionally, your melee weapon and spell attacks deal fire damage equal to your Charisma bonus (minimum of 1). Finally, you choose one of the following features to gain for the duration:

Claws. Your unarmed attacks deal 2d8 piercing damage, and count as magical for the purposes of overcoming resistance.

Wings. You gain a fly speed equal to twice your walking speed.

Innate Spellcasting. Choose one spell of 1st level. You can cast it without using a spell slot.

This feature lasts for the full minute, even if you are knocked unconscious or killed. In either of those events, the fiend continues to use your body to attack. You continue to make death saving throws during this time. A *protection from evil and good* or similar magic can force the fiend out of your body early.

SECRETS OF THE LOWER PLANES

14th-level Fiend Bloodline feature

Bargaining with the powers of hell and the abyss, you gain sorcerer secrets. You can choose a metamagic option you don't have and learn it. Whenever you cast a spell using that metamagic option, you gain temporary hit points equal to your sorcerer level.

NEW FIEND BLOODLINE SPELLS

HEART'S DESIRE

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hand mirror)

Duration: Instantaneous

Touching the target, your mind is filled with the image of what the target desires the most. Unwilling targets are allowed to make a Charisma saving throw to resist this effect. If they do, they can choose what you see in your mind instead.

The image in your mind is visible for the next hour, whenever you close your eyes.

ILLUSION OF PERFECTION

3rd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You place a glamour upon yourself that does not alter your physical form, but causes any who look at you to see you as the most physically attractive (to them) version of a creature of their race. This confers no additional benefits beyond this illusion.

READ THE FINE PRINT

4th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a set of scales)

Duration: Instantaneous

You touch a legally or magically binding contract, and become instantly aware if there is anything that would directly be harmful to you that you are unaware of, including those clauses which are gated behind optional terms (for the purposes of those terms, the spell presumes you will fail to uphold your end of the bargain).

WITLESS

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 round

The target must succeed on a Wisdom saving throw or become unable to make a decision except of your choosing. You verbally provide two actions the target could reasonably take. The target selects one, and must make their best effort on their next turn to take that action while you must accept the other and make your best effort to take the other action on your next turn. Targets who cannot understand you automatically succeed on their saving throw.

Bryan Holmes



GHOST BLOODLINE

Undeath takes many forms, from faded apparitions haunting places of tragedy to beautiful corpses strolling in the moonlight. Yet all are deadly beings antithetical to life, imbued with terrifying and unearthly strength and dire purpose. Their mere presence can wither plants, steal warmth, and sicken animals. But there are those who seek this fate, be it for immortality, revenge, or power. The essence of unlife can imbue one with unnatural gifts. But this power, as it often does, comes with its own terms.

Those who embrace undeath can curse their entire line, a taint echoing through the blood, so descendants born centuries later bear these marks of corruption. But within this corruption sleeps a terrible potency waiting to be awoken.

And, now, your heartbeat is but a distant memory. Your blood is cold in your veins. Your skin is chill to the touch, your breath silent in your lungs. You are a ghost, sheltered in the preserved remains of your once-warm flesh, like a genie bound within a lamp.

Those so afflicted are capable of flying amongst a halo of ghostly flames. They can part the veil between worlds and walk through the Ethereal. They can bind the spirits of creatures slain by their magic.

SOURCE OF GHOSTLY ESSENCE

d6 Ghostly Essence

- 1 You were possessed by a ghost as a child, and this experience has left strange energy whispering through you.
- 2 One of your parents was possessed by the ghost of a powerful entity, such as an empyrean or dragon, which left a mark in your family's bloodline.
- 3 Your family had a residence near a haunted location, such as a graveyard or ruin, and the ghostly echoes of such a place reverberate through you, changing you.
- 4 You were killed and the magic that brought you back to life was flawed, leaving within the essence of ghostly undeath.
- 5 You caught a glimpse of a deity of death, which forever transformed you, unmooring your spirit from your flesh.
- 6 You came into contact with an artifact of undeath, such as the Necronomicon, and its mere presence imbued you with ghostly power.

GHOSTLY MARK

Those who are touched with the ghostly essence of undeath exhibit physical manifestations of this

corruption of unlife.

d6 Mark

- 1 When you speak, your voice is distorted as though echoing within itself.
- 2 Your eyes are orbs of ghost fire or stream mist.
- 3 A terrible chill follows your presence, causing hoarfrost to form on surfaces around you.
- 4 When you are cut, you bleed streams of mist or ghostly ectoplasm.
- 5 When you move quickly, you leave ghostly afterimages, as though your spirit is trying to catch up with your body.
- 6 Your flesh is slightly transparent, showing your skeleton when you are framed against bright light.

GHOST MAGIC

1st-level Ghost Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Ghost Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a necromancy or transmutation spell from the sorcerer, warlock, or wizard spell list.

GHOST SPELLS

Sorcerer Level	Spells
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1st	<i>hex, Tasha's hideous laughter</i>
3rd	<i>gentle repose, incorporeal movement*</i>
5th	<i>devour essence*, speak with dead</i>
7th	<i>phantasmal killer, summon spectral minions*</i>
9th	<i>Bigby's hand, ghostly possession*</i>

SHADE SIGHT

1st-level Ghost Bloodline feature

Your eyes take on an unearthly glow that allows you to pierce the veil between worlds. You gain darkvision out to a range of 60 feet. If you already have darkvision from another source, its range increases by 30 feet.

In addition, you can see into the Ethereal Plane when you are on the Material Plane, and vice versa. You can also sense when a creature or object within 30 feet of you is under the control of another entity, such as with *dominate person* or possessed through a sentient artifact or ghost.

DEATHLY NATURE

1st-level Ghost Bloodline feature

Your ghostly power blossoms within, changing your creature type to undead, and granting the following benefits:

- You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
- You have advantage on death saving throws.
- You don't need to eat, drink, or breathe, and you don't age. You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.

GHOSTLY POWERS

6th-level Ghost Bloodline feature

Your innate sorcerous magic begins to awaken ghostly powers, gaining more utility and potency as your level increases.

Incorporeality. At 6th level, you can spend 3 sorcery points as a bonus action to become incorporeal for 1 minute. You can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. In addition, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, and you are immune to the restrained condition. You can choose to end this ability early as a bonus action.

Pierce the Veil. At 9th level, you learn to cross the threshold between worlds and walk in the Ethereal Realm. You can spend 3 sorcery points as an action to grant yourself the ability to enter and exit the Ethereal Plane for a number of minutes equal to your sorcerer level. It takes half your movement to either enter or exit the plane. You can enter the Ethereal Plane from the Material Plane, or vice versa. You are visible on the Material Plane while you are in the Ethereal, and vice versa, yet you can't affect or be affected by anything on the other plane. If you are in the Ethereal when this ability ends, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near).

Possession. At 12th level, as an action, you can spend 4 sorcery points and leave your body to attempt to take control of another for up to 1 hour. Your physical body is left behind and considered unconscious during this time. You can compel one humanoid that you can see within 5 feet of you to make a Wisdom saving throw or be possessed by you; the target is incapacitated and loses control of its body. You now control the body but

you don't deprive the target of awareness. You can't be targeted by any attack, spell, or other effect, except ones that turn undead, and you retain your alignment, Intelligence, Wisdom, Charisma, and class features and abilities. You otherwise use the possessed target's statistics, but you don't gain access to the target's knowledge, features, or proficiencies.

The possession lasts until the body drops to 0 hit points, you end the possession as a bonus action, or you are turned or forced out by an effect like the dispel evil and good spell. When the possession ends, you return to your own body as long as it has at least 1 hit point, is on the same plane of existence, and you know its location. If you cannot return to your body within 10 minutes, you die.

The target is immune to this spell for 24 hours after succeeding on the saving throw or after the spell ends.

Horrifying Visage. At 15th level, as an action, you can spend 3 sorcery points to create a horrific, ghostly image. Each non-undead creature within 60 feet of you that can see you must succeed on a Wisdom saving throw against your spellcasting DC or be frightened of you for 1 minute. If the save fails by 5 or more, the target is dramatically aged (see below) for the duration of the spell. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. An aged target is stunned instead of frightened. The target can make a Constitution saving throw against your spellcasting DC at the end of each of its turns to end the effect.

SPIRIT BINDER

14th-level Ghost Bloodline feature

Your spells can tear the ghosts from your foes and bind them to your will. When you reduce a creature to 0 hit points within 30 feet of you that is not a construct, fiend, or celestial with a spell that uses a spell slot, you can use your reaction to bind a fragment of the creature's spirit to serve you. The creature becomes a **specter** under your control for 1 minute and gains a bonus to its AC, attack rolls, ability checks, and saving throws equal to the level of the spell slot that reduced it to 0 hit points. It acts on your initiative but after you.

You can use this ability a number of times equal to your proficiency bonus. You regain all uses when you finish a long rest.

The DM has the creature's statistics.

GHOST FORM

18th-level Ghost Bloodline feature

You now can transubstantiate your body, freeing yourself from your earthly bonds. As an action, you can transform into an incorporeal being for a number of minutes equal to your sorcerer level, gaining the

following powers and features:

- You gain resistance to acid, fire, lightning, thunder, bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You are immune to cold, necrotic, and poison damage.
- You are immune to the charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions.
- You gain a fly speed equal to your move speed.
- You can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.
- Creatures have disadvantage on saving throws against your Horrifying Visage ability.
- When you use your Possession ability, you no longer leave your body behind. In addition, if the duration of your Ghost Form elapses while you are possessing a creature, your body doesn't reappear until the possession ends, rematerializing within 5 feet of the creature you possessed in an unoccupied space.

You regain this feature when you finish a long rest.



NEW GHOST BLOODLINE SPELLS

DEVOUR ESSENCE

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

When a creature that you can see within 30 feet of you that is not a construct, fiend, or celestial is reduced to 0 hit points, you can cast this spell as a reaction to capture a fragment of its departing spirit to revitalize yourself, regaining 2d10 hit points and ending either one disease or one condition afflicting you. The condition can be blinded, deafened, paralyzed, or poisoned.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you regain an additional 1d10 hit points and cure an additional condition for each slot above 3rd level.

GHOSTLY POSSESSION

5th-level transmutation

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You can attempt to possess a creature by transforming into a ghost to take control of it. You can target one humanoid that you can see within 5 feet of you; they must succeed on a Charisma saving throw or be possessed by you, at which point you disappear and the target is incapacitated and loses control of its body. You now control the body but you don't deprive the target of awareness. You can't be targeted by any attack, spell, or other effect, except ones that turn undead, and you retain your alignment, Intelligence, Wisdom, Charisma, class abilities, and features. You otherwise use the possessed target's statistics, but don't gain access to the target's knowledge, features, or proficiencies. The possession lasts until the body drops to 0 hit points, you end it as a bonus action, or you are turned or forced out by an effect such as the *dispel evil and good* spell. When the possession ends, you reappear in an unoccupied space within 5 feet of the creature's body. The target is immune to this spell for 24 hours after succeeding on the saving throw or after the spell ends.

MOVE THROUGH MATTER

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch another willing creature; the target creature can move through objects as if they were difficult terrain. The creature takes 5 (1d10) force damage if it ends its turn inside an object and is ejected to the nearest unoccupied space.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional creature for each slot above 2nd level.

SUMMON SPECTRAL MINIONS

4th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (1 oz. of water from thawed frost from a grave)

Duration: Concentration, up to 1 hour

You speak profane words to conjure a howling gale that gives rise to two **specters** in unoccupied spaces that you can see within range.

The summoned specters disappear when they drop to 0 hit points or when the spell ends. The summoned specters are friendly to you and your companions.

Roll initiative for the summoned specters as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the specters' statistics.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you summon an additional specter for each slot above 4th level.

Iam Pace



HATRED-DRIVEN

The power of anger is mighty indeed. When looking for a little more power, there are those who reached into their very souls and drew out something ancient and waiting. Perhaps you have the blood of giants, or one of your ancient kin was a raging berserker. No matter the source of this new-found energy, you must learn to control it for the sake of those closest to you.

HATRED-DRIVEN ORIGINS

d6 Origin

- 1 A mixture of herbs given to you to cure a childhood illness engendered a deep and primal anger within you.
- 2 Long ago, a famous hero in your family line crushed a dragon with their bare hands; the terrible power of their ancient blood has awakened within you.
- 3 One of your family made a pact with demons to sell you into their service when you came of age. Magic was used to make you more “demon-like” and has suffused into your being. You now run from the forces that believe you belong to them.
- 4 Never drink a giant’s blood, even on a dare.
- 5 A combination of heavy lifting and heavy learning has awakened a new type of power within you, connected to both body and spirit.
- 6 As a child, you were weak and a wizard gave you a strange concoction to drink to strengthen you. It worked too well and now you’re immeasurably strong.

HATRED MAGIC

1st-level Hatred-Driven feature

You learn additional spells when you reach certain levels in this class, as shown on the Hatred Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn’t count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or an evocation spell from the sorcerer, warlock, or wizard spell list.

HATRED SPELLS

Sorcerer Level Spells

- | | |
|-----|--|
| 1st | <i>fist of fury*</i> , <i>longstrider</i> |
| 3rd | <i>crown of madness</i> , <i>enlarge arms*</i> |

Sorcerer Level Spells

- | | |
|-----|---|
| 5th | <i>fear</i> , <i>hunger of Hadar</i> |
| 7th | <i>Evard’s black tentacles</i> , <i>stoneskin</i> |
| 9th | <i>Bigby’s hand</i> , <i>wall of stone</i> |

BONUS PROFICIENCIES

1st-level Hatred-Driven feature

You have proficiency with martial weapons, light armor, and shields.

ANGERED STATE

1st-level Hatred-Driven feature

As a bonus action you can enter an angered state. When in this state, you cannot cast spells that require concentration. Your Strength score increases by an amount equal to your proficiency bonus, and if you cast a spell that deals damage, you can add your Strength modifier to the damage rolls for any spell cast during the duration of your angered state.

You can use this angered state a number of times equal to your Constitution modifier (minimum of once), it lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven’t attacked a hostile creature since your last turn or taken damage since then. You can also end your angered state on your turn as a bonus action. You regain all expended uses when you finish a long rest.

FIERCE FORCE

6th-level Hatred-Driven feature

Whenever you cast a spell, use an item, or an ability that delivers force damage, you can add your Strength modifier (minimum of 1) to one damage roll for that spell, item, or ability. If you are in an Angered State, these modifiers stack.

At 6th level and on every odd level thereafter (7th, 9th, etc.), you can select a single spell that deals damage. When you cast this spell you can choose to have it deal force damage instead of its normal damage type.

EXTRA ATTACK

6th-level Hatred-Driven feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

GRAND MAGIC

14th-level Hatred-Driven feature

When you cast a spell that has an area of effect, you can spend a number of sorcery points up to your Strength modifier to increase the area of effect by 5 feet per sorcery point.

ENDLESS ANGER

18th-level Hatred-Driven feature

When you roll initiative and have no uses of Angered State remaining, you regain one use of that ability.

NEW HATRED-DRIVEN SPELLS

ENLARGE ARMS

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Touch a creature you can see; the arms of the target grow massive and are able to deliver devastating blows. This creature's unarmed attacks now deal 2d6 bludgeoning damage and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

FIST OF FURY

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a gauntlet)

Duration: Instantaneous

You form a fist made of solid force. Make a melee spell attack against the target. On a hit, the target takes 4d6 force damage and must make a Strength saving throw or be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

GROUP RAGE

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create frothing anger in the hearts of your allies. Select up to 10 allies you can see within range. Those allies gain the effects of the barbarian's Rage ability, though limited to +2 to melee damage rolls. If any creature in the effect of the spell is itself able to rage or enter an angered state, they can pass on the effects of those abilities to the whole party instead of the base effects of this spell. A creature can choose to ignore the effects of this spell if they wish, but cannot later decide to enter the effects once they have declined.

UNSHAKABLE

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

Select up to 5 creatures within range; for the duration of the spell if one of those creatures fails a concentration check they can use their reaction to reroll that saving throw and take the higher result.

Isaac May



KINETIC MIND

You are innately endowed with a strange and mysterious psionic power that lets you control the movement and inertia of the world around you. Varying legends say that the first to develop such telekinetic gifts were humanoids captured and experimented on by mind flayers, aboleths, star spawn, or other aberrations. Attempts to mutate the subjects' minds with psychic energies from the Far Realm worked too well, awakening unforeseen potential. The prisoners realized that the force of their thoughts could move or harm things around them. Soon, they destroyed their tormentors and escaped. Whether you descend from someone enhanced in this way, or gained psychokinetic powers by other means, you've learned to harness your inner strength. This allows you to defy gravity, move objects by sheer will, and armor yourself in psionic energies.

KINETIC FORCE ORIGINS

As a Kinetic Mind sorcerer, you decide how you acquired your powers. Consult the Kinetic Force Origins table for one or more possible suggested origins for your power.

d10 Origin

- 1 - 2 Your ancestor's powers were unlocked by eldritch experiments. Since then your family has passed down both psionic talent and a calling to vigilantly oppose such creatures' schemes.
- 3 - 4 As an adolescent, you believed you were haunted by a poltergeist, but eventually you realized that the objects moving around you were the physical manifestation of your own emotions. You learned to control this power, but the incidents alienated you from your family, who still fear you to this day.
- 5 - 6 You were raised by an arcane trickster, whose constant use of *mage hand* and other telekinetic legerdemain seems to have awakened something within you.
- 7 - 8 As a child, your talent for psionic powers was identified and you were trained from a young age by a mystical order. Even your mentors were frightened by your potential power, however, which drove you to seek your own path.
- 9 - 10 Your parent was a powerful user of telekinetic force, but turned to evil. Your parent's former allies spirited you away and raised you in secret, hoping to keep you from the same dark destiny.

PSYCHOKINETIC MAGIC

1st-level Kinetic Mind feature

You learn additional spells when you reach certain levels in this class, as shown on the Psychokinetic Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or an enchantment spell from the sorcerer, warlock, or wizard spell list.

Once you reach 3rd level, when you cast *mage hand*, you can make the hand invisible when you cast the spell, and controlling the spell is a bonus action for you.

PSYCHOKINETIC SPELLS

Sorcerer Level Spells

1st	<i>catapult</i> , <i>mage armor</i> , <i>mage hand</i>
3rd	<i>detect thoughts</i> , <i>force hammer</i> *
5th	<i>aegis of ensnarement</i> *, <i>sending</i>
7th	<i>Otiluke's resilient sphere</i> , <i>thunderous reprisal</i> *
9th	<i>spidersilk slash</i> *, <i>telekinesis</i>



INERTIAL ARMOR

1st-level Kinetic Mind feature

You can cast *mage armor* as a ritual, and when you do so, you do not require any components, and the spell is cast using a spell slot equal to the highest level sorcerer spell you can cast. Whenever you cast *mage armor* on yourself, you gain the following benefits until the spell ends:

- Whenever you wield a simple or martial melee weapon that is not heavy or two-handed, you are considered proficient with that weapon.
- You can take the Dash action as a bonus action.
- Whenever you take the Dash action during your turn, until the end of that turn your jumping distance is tripled, you gain advantage on Strength (Athletics) and Dexterity (Acrobatics) checks, and if you are 3rd level or higher, you gain a climbing speed equal to your walking speed. While you have this climbing speed you can move up, down, and across vertical surfaces while leaving your hands free. When this effect ends, you fall if you are not on the ground and nothing else is holding you up.

EXTRA ATTACK

6th-level Kinetic Mind feature

If you are currently the subject of a *mage armor* spell, you can attack twice, instead of once, whenever you take the Attack action on your turn.

PSYCHOKINETIC SORCERY

6th-level Kinetic Mind feature

When you cast any spell of 1st level or higher from your Psychokinetic Spells feature, you can cast it by expending a spell slot as normal or by spending a number of sorcery points equal to the spell's level. If you cast the spell using sorcery points, it requires no verbal or somatic components, and it requires no material components, unless they are consumed by the spell.

In addition, whenever you deal force damage to one or more creatures, you can use your bonus action to choose one of those creatures. The target must roll a Strength saving throw against your sorcerer spellcasting DC. On a failure, you can choose to do one of the following: knock the target prone, move it up to 10 feet in any direction horizontally, or force it to drop one object it is holding

MASTER OF FORCE

14th-level Kinetic Mind feature

You gain a flying speed equal to your walking speed. If you are currently the subject of a *mage armor* spell, you can hover. Also, whenever a creature you can see drops an object it is holding, you can use your reaction to pull that object up to 30 feet closer to you. If you pull the

object into your space, you can choose to have the object land at your feet (if you are standing on a surface) or to catch the object if you have enough hands free to hold it.

GREATER INERTIAL ARMOR

18th-level Kinetic Mind feature

Whenever you cast *mage armor* on yourself, you gain additional benefits for your Inertial Armor feature. Until the spell ends, your walking speed is increased by 15 feet, and you gain resistance to bludgeoning, piercing, and slashing damage.

NEW KINETIC MIND SPELLS

AEGIS OF ENSNAREMENT

3rd-level enchantment

Casting Time: 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies

Range: 30 feet

Components: V, M (a weapon)

Duration: 1 round

Your magic ensnares an attacking enemy, moving it so its attack targets you instead of your ally. The creature that made the triggering attack roll must roll a Charisma saving throw, which happens before the attack's damage is resolved. On a failed save, you teleport the creature to an unoccupied space within 5 feet of you. It then makes the triggering attack against you instead, comparing the same attack roll to your Armor Class to determine whether it hits or misses you.

Whether the saving throw succeeds or fails, after the triggering attack is resolved, the attacking creature takes 1d4 psychic damage and you mark it until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the psychic damage increases by 1d4 for each slot level above 3rd.

FORCE HAMMER

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You project a ray of shimmering force at a single opponent when you cast this spell, allowing you to bring them down without causing lasting harm.

Make a ranged spell attack. On hit, the target takes 5d4 force damage. If this damage reduces a creature to 0 hit points, you can choose to knock the creature unconscious instead of killing it. This choice must be made as damage is assigned if the creature drops to 0 hit points. An unconscious creature is stabilized at 0 hit points, as if by the *spare the dying* cantrip.

At Higher Levels. The damage increases by 1d4 for each slot level above 2nd.

SPIDERSILK SLASH

5th-level enchantment

Casting Time: 1 reaction, which you take in response to being damaged by a creature you can see within 30 feet of you

Range: Self (30-foot radius)

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

You spin your blade impossibly fast, creating silvery strands of silk-like force that bind nearby enemies. Choose up to five creatures you can see within range. Make a melee spell attack against each target. On a hit, a target takes 5d8 force damage and until the start of your next turn, its speed is reduced to zero and it cannot benefit from any bonus to its speed.

THUNDEROUS REPRISAL

4th-level abjuration

Casting Time: 1 reaction, which you take in response to being damaged by a creature you can see within 30 feet of you

Range: 30 feet

Components: V, S

Duration: Instantaneous

You blast your enemies away in a wave of thunder and destruction. Each hostile creature within 30 feet of you must make a Dexterity saving throw. On a failed save, the creature takes 4d8 thunder damage, or half as much damage on a successful save. In addition, creatures that fail their saving throw are pushed 10 feet away from you and become deafened until the end of your next turn.

The sound of the thunder can be heard up to 500 feet away (or farther with a successful Wisdom [Perception] check as determined by your DM).

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the thunder damage increases by 1d8 for each slot level above 4th.

Jeremy Forbing

LICH BLOODLINE

Few entities in all the multiverse are as feared as liches. They are immortal, ceaseless in their ambition, immense in their power, and possessing immeasurable knowledge and inscrutable cunning. They are masters of magic and architects of horror, devising centuries-long schemes capable of enthralling and entrapping even gods. Yet, while their lifeless nature bestows potent abilities and their terrifying command of the Weave is incomparable, it is their implacable will and endless patience that makes them truly frightening.

To fight one is to face oblivion. To lose to a lich is to lose your very soul. There is no afterlife, no chance at resurrection or release. There is only extinction in the most absolute sense as your spirit is devoured to fuel the creature's deathly existence. Virtuous souls are deprived of their eternal rewards while vile souls are denied to the Hells and Abyss, preventing the creation of new fiends.

However, as a consequence of all of this power, liches have a warping effect on their environment and the creatures that dwell too near their lairs, especially sentient creatures on whom the lich feeds. Even a brief exposure to the frightening essence of one of these dread entities can leave lasting marks, tainting and twisting, leaving a dark ripple spreading through the bloodline for generations.

Some liches intentionally sow these bloodlines for some inexplicable, long-sighted purpose, while others do it for amusement—a distraction in the monotony of their ageless plotting. These lineages can birth sorcerers touched by the lich's own power, who exhibit many of the traits of the lich, its command of magic, and its deathly nature.

SOURCE OF LICH ESSENCE

d6 Lich Essence

- 1 An ancestor became a lich, and in doing so, sent shockwaves of necromantic magic through your family's bloodline.
- 2 You were once a powerful wizard who attempted the dark ascension to lichdom but failed, scattering your memories and magic and leaving you as you are now.
- 3 Your soul was imprisoned in a lich's phylactery, but you were rescued before you could be consumed. However, this terrifying ordeal has left your soul twisted and imbued with the dark magic of the lich.
- 4 You were experimented upon by a lich, who tested what would happen if it tried to create a living phylactery from a sentient creature.

d6 Lich Essence

- 5 You were unwittingly in possession of a lich's phylactery when the lich was destroyed; it began to reform as you were holding the phylactery, which caused part of the lich's power to seep into you.
- 6 You bore witness to the rare event of a phylactery's destruction. In the massive necromantic explosion that followed, a sliver of the phylactery was embedded in you, changing you forever.

LICH MARK

Those who are touched with the presence of a lich exhibit physical manifestations of this contact with such a horrifying source of unlife.

d6 Lich Mark

- 1 You are unusually thin—skeletal even, some would say.
- 2 Your voice always seems to echo deeply no matter the environment.
- 3 You emit a dreadful chill that causes your possessions and the area around you to accumulate frost.
- 4 When cut, your body bleeds glowing smoke.
- 5 Shadowy darkness seeps from you when you stand still, whirling away in eddies and vanishing when you move again.
- 6 Your eyes are empty save for shimmering pinpricks of unsettling light.

LICH MAGIC

1st-level Lich Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Lich Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or a necromancy spell from the sorcerer, warlock, or wizard spell list.

LICH SPELLS

Sorcerer Level Spells

1st	<i>cause fear, inflict wounds</i>
3rd	<i>aura of the grave*, tomb skin*</i>
5th	<i>animate dead, summon undead^{TCE}</i>
7th	<i>control undead*, life tether*</i>

Sorcerer Level Spells

9th *danse macabre*^{XGE}, *negative energy flood*^{XGE}

DEATHLY NATURE

1st-level Lich Bloodline feature

The taint of undeath changes your creature type to undead, and granting the following benefits:

- You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
- You have advantage on death saving throws.
- You don't need to eat, drink, or breathe, and you don't age.
- You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.



LICH SIGHT

1st-level Lich Bloodline feature

You gain darkvision out to a range of 60 feet. If you already have darkvision from another source, its range increases by 30 feet. In addition, you can see magical auras within 10 feet of you as if you had cast *detect magic*. You must have line of sight for this feature to function.

TASTE OF LICHDOM

6th-level Lich Bloodline feature

You can use your innate sorcerous magic as a catalyst to awaken the powers of a true lich. You learn one lich power of your choice, which is detailed below. Lich powers require sorcery points to use. You learn one additional lich power of your choice at 9th, 12th, and 15th level. Each time you learn a new lich power, you can also replace one power you know with a different one.

Paralyzing Touch. You can spend 2 sorcery points to make a melee spell attack as an action. On a hit, the target takes 2d6 cold damage and must succeed on a Constitution saving throw against your spellcasting DC or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

When you activate this ability, you can spend additional sorcery points to increase its damage but before you know the results of the attack roll. The extra damage is 2d6 per 1 sorcery point spent in this way, up to a maximum of 4 sorcery points for an extra 8d6 damage.

Disrupt Life. As an action, you can spend 2 sorcery points to discharge a shadowy wave of life-rending energy. Each non-undead creature within 20 feet of you must make a Constitution saving throw against your spellcasting DC, taking 3d6 necrotic damage on a failed save, or half as much damage on a successful one.

When you activate this ability, you can spend additional sorcery points to increase its damage. The extra damage is 1d6 per 1 sorcery points spent in this way, up to a maximum of 4 sorcery points for an extra 7d6 damage.

Frightening Gaze. As a bonus action, you spend 1 sorcery point and fix a dreadful gaze on one creature you can see within 10 feet of you. The target must succeed on a Wisdom saving throw against your spellcasting DC or become frightened of you for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to your gaze for the next 24 hours.

When you activate this ability, you can spend additional sorcery points to affect another creature

within 10 feet of you that you can see. You can spend 1 additional sorcery point when you activate this ability to affect another target, up to a maximum of 4 sorcery points spent in this way to affect four additional targets.

Summon Undead. As an action, you can spend 1 sorcery point to summon one **skeleton** or one **zombie**. The skeleton or zombie appears in an unoccupied space within 30 feet of you and remains for 1 hour, until destroyed, or until you drop to 0 hit points. Undead summoned in this way roll initiative and act on the next available turn. You can have up to five undead summoned by this ability at a time.

When you activate this ability, you can spend 1 additional sorcery point to summon an additional skeleton or zombie, using up to a maximum of 4 sorcery points spent in this way to summon four additional undead.

The DM has the statistics for these creatures.

PHYLACTERY

14th-level Lich Bloodline feature

You can craft a phylactery to hold a fragment of your soul and magic. Your phylactery takes the form of a Tiny container that is crafted from bone, metal, stone, or wood. It is a rare wondrous magic item that does not require attunement. It has AC 17, 40 hit points, 15 damage threshold, and is immune to poison and psychic damage. If your phylactery is destroyed, you drop to 0 hit points and must make death saving throws as normal. A new phylactery requires a 13-hour ritual and a handheld container made of bone, metal, stone, or wood.

When a hostile creature that is not a construct or undead dies within 30 feet of your phylactery, you can use your reaction to capture a shard of its departing soul to fuel your lich-like nature. You regain 1 sorcery point and if you are below half your hit point maximum, you regain 1d6 hit points.

When you are reduced to 0 hit points and within 30 feet of your phylactery, you can spend 1 sorcery point to drop to 1 hit point instead and appear next to your phylactery. You can use this ability even if you are killed outright. You can use this ability a number of times equal to your proficiency bonus. You regain all uses when you finish a long rest.

MASTER OF THE DEAD

18th-level Lich Bloodline feature

Your knowledge of undeath and necromancy allows you to control more powerful undead creatures. When you would create or summon an undead creature such as ghoul, skeleton, or zombie using a spell, class feature, or magic item, you can instead summon an equal number of wights. In addition, undead under your control gain a bonus to AC, attack rolls, and saving throws equal to your Charisma bonus (minimum of

one).

In addition, you gain resistance to cold, necrotic, and poison damage, and you have advantage on saving throws to resist the exhausted, paralyzed, or poisoned condition.

NEW LICH BLOODLINE SPELLS

AURA OF THE GRAVE

2nd-level necromancy

Casting Time: 1 action

Range: Self (30-foot-radius sphere)

Components: V, S, M (1 oz. of dirt from a mass grave)

Duration: Concentration, up to 1 minute.

You emit an aura that empowers undeath. While within 30 feet of you, any undead ally of yours makes saving throws with advantage, and that ally regains 1d6 hit points whenever it starts its turn there.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, an undead ally regains an additional 1d6 hit points for each slot above 2nd level.

CONTROL UNDEAD

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (piece of jet worth 10 gp)

Duration: Concentration, up to 1 hour

You attempt to take control of an undead creature that you can see within range. It must succeed on a Wisdom saving throw or be controlled by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the undead creature is controlled, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell using a

spell slot of 5th level or higher, the duration increases by 1 hour for each slot above 4th level.

LIFE TETHER

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You weave a thread that binds a creature's life to your own, shielding you and channeling harm to the creature. You target one creature you can see within 30 feet of you. A crackling cord of negative energy tethers you to the target. Whenever you take damage, the target must make a Constitution saving throw. On a failed save, you take half the damage (rounded down), and the target takes the remaining damage.

TOMB SKIN

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (stone from a crypt of a king)

Duration: 1 hour

Your skin is hardened and your mind is focused as your sense of pain is entombed far beyond yourself. Your base AC becomes 14 + your Dexterity modifier. The spell ends if you don armor or if you dismiss the spell as an action. You have advantage on concentration checks for the duration of this spell.

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

Iam Pace

MECHANUS-BORN

Order and balance have power on their own. When chaos enters into the world, those who carry the power of this ordered place have ways to set things right. Perhaps you touched one of the gears of Mechanus, or you had magics of order instill you with strange powers. It's even possible that order itself runs in your blood from an ancient ancestor. No matter the reason, the world seems a slowly moving puzzle to you; all you need to do is put the pieces in their places.

MECHANUS-BORN ORIGINS

d6 Lich Essesnce

- 1 Everything must be in order; you've always felt that things out of place were more dangerous. Through this careful ordering and attention to the laws of the universe, you've been granted power by Mechanus itself.
- 2 You spent your youth tinkering with clocks and other timepieces; this attention to order has given you insights into planar magic.
- 3 You were gifted a toy as a child, a small one-eyed, semi-metallic creature. This creature has been watching you grow and decided that you were to receive the power of Mechanus.
- 4 You found a strange gear on some farmland and knowing that it was something that didn't belong there, you desperately tried to find the owner. Both you and the gear were swept away for a time, and while you remember little of it, you came back a changed person.
- 5 In your blood runs the magic of supreme law from a distant ancestor.
- 6 Your mother traveled the planes while carrying you; the plane of order reached out to you and graced you with power while you were still in her womb.

MECHANUS MAGIC

1st-level Mechanus-Born feature

You learn additional spells when you reach certain levels in this class, as shown on the Mechanus Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or an evocation spell from the sorcerer, warlock, or wizard spell list.

MECHANUS SPELLS

Sorcerer Level Spells

1st	<i>unseen servant, witchbolt</i>
3rd	<i>flaming sphere, knock</i>
5th	<i>magical shock*</i> , <i>tiny servant</i> ^{XGE}
7th	<i>dimension door, fabricate</i>
9th	<i>gear grind*</i> , <i>wall of force</i>

ENFORCER OF LAW

1st-level Mechanus-Born feature

When a creature fails a saving throw against one of your spells, you can use a bonus action to end one spell of 1st level or lower that is affecting that target. When you gain spells of a new level, this feature advances in order to affect them as well; for example, at 6th level this feature can affect up to 3rd level spells.

RESISTANCE TO CHAOS

1st-level Mechanus-Born feature

You are immune to the effects of magic that would alter your form and to the charmed condition.

ORDER AND BALANCE

6th-level Mechanus-Born feature

Any time you have advantage on an attack roll or skill check, as a reaction you can exchange that source of advantage for 1 sorcery point, up to your maximum. You can use this ability a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

GEAR OF MECHANUS

6th-level Mechanus-Born feature

You can summon a gear from Mechanus itself. This gear has a diameter of 10 feet and can carry up to four creatures of Medium size or smaller. The gear can fly at a speed of 60 feet. When you summon the gear and at the start of each of your turns, you can decide which creature within 60 feet of it has control over it. The gear remains for up to 1 hour, at which time it vanishes back to its home plane. After using this ability once, you must finish a long rest before you can use it again.

RETURN TO FORM

14th-level Mechanus-Born feature

Any time you have disadvantage on an attack roll or skill check, as a reaction you can spend 1 sorcery point to neutralize that instance of disadvantage until the end of your turn.

GEAR OF BALANCE

18th-level Mechanus-Born feature

Your Gear of Mechanus lasts 6 hours. This gear is 15 feet in diameter and can carry up to nine creatures of Medium size or smaller. Any creature standing on it cannot gain advantage or disadvantage and cannot be moved or knocked off the gear unless they choose to be.

NEW MECHANUS-BORN SPELLS

GEAR GRIND

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a pair of gears that attempt to lock around a creature. A creature must make a Strength saving throw or be restrained, taking 6d6 bludgeoning damage on each of its turns. A creature can attempt this save again at the end of each of its turns, with the spell ending on a successful save.

MAGICAL SHOCK

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a thin silver wire)

Duration: Instantaneous

You extend a finger outwards and a bolt of lightning streaks towards a target. The creature must make a Dexterity saving throw or take 8d6 lightning damage or half as much on a successful save. On a failed saving throw any magical effects of 2nd level or lower are stripped from the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the level of spells stripped away is increased by 1.

MODRON COMMAND

6th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon an army of modrons from the plane of Mechanus that appear in unoccupied spaces in range. You summon one **pentadron**, two **quadrones**, three **tridrones**, four **duodrones**, and five **monodrones**.

The summoned creatures are friendly to you and your companions. The summoned creatures take their turn as a group on initiative 10 (losing initiative ties). They obey

any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise will just sort the party's loose belongings, fold laundry, or otherwise try their best to order things in an appropriate fashion.

The DM has the statistics for these creatures.

STEP INTO ORDER

6th-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

You step into the realm of Mechanus and back out again, cleansing yourself of any unwanted magical effects of 6th level or lower. As a part of this spell you can also teleport up to 120 feet.

Isaac May



MEDUSA BLOODLINE

Medusa, cursed by a vengeful goddess, was shunned as a horror and treated as a monster to be hunted. While legends and rumors vary as to her eventual fate, she spawned a race of creatures, with similar abilities, similarly reviled.

You have medusa's blood in your veins, though its manifestation results in arcane power rather than cursed and universally recognizable features.

BLOOD OF LEGENDS

The Blood of Medusa flows through your veins and in your family. Each member of your family has one or more physical characteristics from the mother of your line.

d6 Characteristic

- 1 Your hair appears normal, but is slightly rough to the touch. Fine examination reveals a scaled pattern on each strand.
- 2 You have startlingly vibrant golden irises, and your pupils are more oval than circular.
- 3 You have an unusually long and dexterous tongue.
- 4 You have long and thin canine teeth that are sharp enough to dig deeply when you bite down.
- 5 Your blood dries hard and inflexible on clothing and surfaces when you bleed, and is difficult to remove.
- 6 Your shadow seems overly long and thin no matter the intensity or positioning of any light sources.

MEDUSA MAGIC

1st-level Medusa Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Medusa Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or a transmutation spell from the sorcerer, warlock, or wizard spell list.

In addition, *flesh to stone* is a sorcerer spell for you.

MEDUSA SPELLS

Sorcerer Level Spells

1st	<i>detect poison and disease, ray of sickness</i>
3rd	<i>lesser restoration, serpent's senses*</i>

Sorcerer Level Spells

5th	<i>sanctuary of stone*, slow</i>
7th	<i>polymorph, stonewood</i>
9th	<i>greater restoration, shade of the night serpent*</i>

SERPENT'S AFFINITY

1st-level Medusa Bloodline feature

You gain proficiency in the Perception skill. In addition, serpentine beasts and monstrosities treat you as one of their own kind, and they can understand you when you speak (any language), though this does not guarantee a positive reaction or convey any form of influence. You also gain fine scales over your skin. While you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

VENEMOUS BLOOD

6th-level Medusa Bloodline feature

Your blood becomes venomous. A creature within 5 feet that deals slashing or piercing damage to you must make a Dexterity saving throw or suffer poison damage equal to your proficiency bonus. The DC is equal to 8 + your proficiency bonus + your Charisma modifier.

You may sacrifice some of your blood to add poison damage to your weapon or spell attacks. As a bonus action you can take 1d4 necrotic damage (which cannot be reduced in any way) to add 2d4 poison damage to your next weapon or spell attack on this turn. If you do not make an attack the additional damage is wasted.

Finally, you are immune to your own venom, and have resistance to poison damage and immunity to the poisoned condition.



SERPENTINE TRANSFORMATION

14th-level Medusa Bloodline feature

As a bonus action, you can transform yourself into a Medium creature with the torso of a humanoid and the lower body of a snake, and your hair turns into a nest of angry serpents. The transformation lasts for 1 minute, and you gain the following benefits:

- Your speed increases by 20 feet and you cannot be knocked prone.
- Your scales harden, granting you an AC equal to 16 + your Dexterity modifier if you aren't wearing armor.
- You gain advantage on Strength (Athletics) checks for the purpose of grappling, and your arms remain free if you are grappled.
- Your venomous blood damage increases by an amount equal to your Charisma modifier both for creatures wounding you and for weapons coated in your blood.
- When you take the Attack action, or make an attack of opportunity, you can make an additional attack with your serpentine hair on a creature within 5 feet. You are proficient with this attack. Your hair deals 1d4 piercing damage, and the target must make a Constitution saving throw (DC equal to 8 + proficiency modifier + Charisma modifier) or become poisoned until the end of its next turn.

You regain the use of this ability after you finish a long rest. At 18th level, you can use this ability twice, regaining all expended uses when you finish a long rest.

GAZE OF THE MEDUSA

18th-level Medusa Bloodline feature

When you activate your Serpentine Transformation feature, you gain the ability to petrify creatures with your gaze. As an action, you can target a creature within 30 feet with your gaze. The target must make a Constitution saving throw (DC equal to 8 + proficiency bonus + Charisma modifier). If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by a *greater restoration* spell or other magic. This ability works only on the turn you activate your serpentine transformation, not for the duration of that ability.

NEW MEDUSA BLOODLINE SPELLS

CURSE OF PETRIFICATION

9th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shard of petrified wood)

Duration: Concentration, up to 1 minute

You attempt to turn a creature that you can see within range into stone. The creature must make a Constitution saving throw. On a failed save, it is restrained as its body begins to harden. On a successful save, the creature isn't affected. On each of your turns you can affect another creature within range, potentially affecting up to 10 creatures across the duration, though only a maximum of 8 can be petrified.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and is petrified for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the full minute duration, any petrified creatures are turned to stone until the effect is removed by a *greater restoration* spell or similar magic.

This spell does not affect constructs or incorporeal undead, or any creature immune to the petrified condition.

SANCTUARY OF STONE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hollow stone sphere)

Duration: 1 hour

Touching a stone surface, you create a portal to a spherical extradimensional space of hollow stone 10 feet in radius. The entire inner surface acts as "down" or ground, with the portal taking up a single 5-foot-radius section of it. You can enter and exit the portal freely, as can anyone touching you that you willingly allow to cross. For all other creatures the portal is neither visible or traversable. If you exit the sphere, creatures within are trapped until you choose to escort them through, or the duration ends.

The sphere can hold up to 12 Medium creatures comfortably (or 24 maximum) and is magically supplied

with air and dim lighting.

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

SERPENT'S SENSES

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a snake tongue)

Duration: Concentration, up to 1 minute

Your tongue grows long and forked and your pupils become vertically slit. For the duration, you have advantage on Perception checks and gain blindsight out to a range of 10 feet.

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

SHADE OF THE NIGHT SERPENT

5th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a black snake scale)

Duration: Instantaneous

You call forth a vast shadowy serpent, a shade of Dendar the Night Serpent, to strike at a creature within range. You make a ranged spell attack, dealing 5d6 poison damage and 5d6 necrotic damage on a successful hit. In addition, the target must make a Constitution saving throw and Wisdom a saving throw. If the Constitution saving throw is failed, the creature is poisoned for 1 minute. If the Wisdom saving throw is failed, it is frightened for 1 minute, with you as the source.

At the end of each of its turns, an affected creature may make new Constitution or Wisdom saving throws, ending the associated condition on a success.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 poison and 1d6 necrotic for each slot level above 5th.

Micah Watt



MISTBORN BLOODLINE

An ancestor of yours wandered into the realm of Barovia, passing through the bordering mists, and managed to escape once more. Their descendants were forever changed by this experience. You are one with the fog and mist, a creature both physical and ephemeral.

UNSETTLING MANIFESTATIONS

Wherever you go, strange phenomena seem to intermittently manifest nearby, without pattern or prompt. These can occur at any time and you have no control over them.

d6 Phenomena

- 1 Fires within 10 feet of you give off a paler light than the natural warm glow expected.
- 2 Papers, curtains, and other light objects or fabrics rustle as though affected by a light breeze, even when the air is still.
- 3 A persistent scratching sound can be heard faintly from nearby. No matter where you go, it gets neither louder or quieter.
- 4 Your heartbeat becomes so loud that creatures within 5 feet can actually hear it.
- 5 You hear the caw of a raven in the distance, even in locations where no raven could possibly be found.
- 6 Frost creeps over an object you touch, vanishing within moments of appearing.

MIST MAGIC

1st-level Mistborn Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Mistborn Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or an illusion spell from the sorcerer, warlock, or wizard spell list.

MISTBORN SPELLS

Sorcerer Level Spells

1st	<i>fog cloud, mist tendrils*</i>
3rd	<i>creeping fog*, freezing cloud*</i>
5th	<i>gaseous form, stinking cloud</i>

Sorcerer Level Spells

7th	<i>acid fog*, mists of madness*</i>
9th	<i>cloud kill, mists of horror*</i>

MIST SIGHT

1st-level Mistborn Bloodline feature

You can see through normal or magical mist, fog, and cloud cover as though it were completely translucent, ignoring any light or heavy obscured effects from these sources. It does not give you the ability to see in darkness or perceive invisible creatures.

MISTWALK

6th-level Mistborn Bloodline feature

When completely within the obscurement effect of a mist, fog, or cloud, you can cast *misty step* as a bonus action so long as the destination point is also within the obscurement. You may use this ability a number of times equal to your proficiency bonus, regaining all uses after a long rest.

CREATURE OF MIST

14th-level Mistborn Bloodline feature

You become immune to the effects of mist-, fog-, or cloud-based spells or effects. In addition, when you are dealt damage, you can use your reaction to become partially intangible for a brief moment, gaining resistance to the damage. Once you do so, you must finish a long or short rest before you can use this feature again.



MISTMASTER

18th-level Mistborn Bloodline feature

You can use a bonus action to take on gaseous form as per the spell, ending it as a bonus action, if you lose concentration, or if you are reduced to 0 hit points.

The gas is both acidic and poisonous, dealing 2d6 acid damage and 2d6 poison damage to a creature the first time you enter its space on your turn, or if it ends its turn in your space.

You may cast non-concentration spells while in this form, but must expend sorcery points equal to the level of the slot expended each time you cast (e.g., casting a 3rd level *fireball* requires the expenditure of 3 sorcery points, and a 5th level *fireball* would require 5 sorcery points). Spells cast in this manner do not require verbal, somatic, or material or focus components, but you cannot cast spells that require material components of 50 gp value or greater.

NEW MISTBORN BLOODLINE SPELLS

ACID FOG

4th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a drop of acid)

Duration: Concentration, up to 1 minute

You create a 20-foot radius sphere of acidic, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until a strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 4d8 acid damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

CREEPING FOG

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a strong wind disperses it. At the start of each

of your turns after the first, you may expand the fog, adding two 10-foot cubes from any point connected to the existing area of effect. It reaches its maximum expansion after 10 rounds (1 minute), but may be maintained for up to 10 minutes. At the start of each of your turns after maximum expansion is reached you may shift up to two existing 10-foot cubes, reducing the area in one or more places to extend it in others. The extensions must connect to the existing area of effect. Any sections that become detached from the main body of the fog through this alteration immediately evaporate.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial radius of the fog increases by 20 feet for each slot level above 2nd.

FREEZING CLOUD

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of freezing, blue fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until a strong wind disperses the fog, ending the spell. Its area is heavily obscured and counts as difficult terrain.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 2d8 cold damage on a failed save, or half as much on a successful save.

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.

MIST TENDRILS

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a candle)

Duration: Concentration, up to 1 minute

You create two 10-foot long tentacles of semi-solid mist that emanate from your body. These tentacles act as part of you and use your Strength and Dexterity scores. While this spell is active, you have a reach of 15 feet, and gain advantage on Athletics checks. The limbs can hold weapons, or you can use them as melee weapons you are proficient with that deal 1d4 bludgeoning damage plus your Spellcasting modifier.

The tentacles have an AC equal to yours and a total number of hit points equal to double your sorcerer level. If reduced to 0 hit points, both tentacles vanish and the spell ends.

MISTS OF HORROR

5th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a squid tentacle)

Duration: Concentration, up to 1 minute

You create a 40-foot-radius sphere of churning, blue-black fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until a strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature takes 3d6 cold and 3d6 psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radius increases by 5 feet for each slot level above 5th.

MISTS OF MADNESS

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a miniature incense burner)

Duration: Concentration, up to 1 minute

You create a wall of roiling purple mist at a point you see within range. You can make the wall up to 40 feet long, 10 feet high, and 5 feet thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 5 feet thick. The wall is opaque and its area is heavily obscured.

When a creature enters the wall for the first time on a turn, or starts its turn in the area, it must make a successful Wisdom saving throw or become charmed. Charmed creatures are incapacitated, have a speed of 0, and suffer 1d6 psychic damage as they are assailed with nightmarish visions of madness. A successful saving throw renders a creature immune to the effects of this casting of the spell, though the mists are still opaque to them. An affected creature can make a new saving throw at the start of each of its turns, ending the effect on a successful save.

Creatures immune to the charmed condition are immune to the effects of this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can increase the length by 10 feet, or the height or radius by 5 feet, for each slot level above 4th.

NEW METAMAGIC OPTION

Mist Spell

When you cast a spell with an area of effect, you can spend one or more sorcery points to create a fog cloud effect (as per the spell) that has the same dimensions as the initial spell targeted on its location. The fog effect does not need concentration to maintain, and lasts for a number of turns equal to the number of sorcery points spent, or unless dispersed by medium or stronger winds.

Micah Watt



MOONTOUCHED MAGIC

The power of the moon is bound within its mysteries. As these mysteries unfold, they show a connection to the tides, lycanthropy, and lunar magic. Perhaps you were born on an auspicious phase of the moon, or you had contact with some artifact from the moon itself. No matter the cause, your very nature is now tied to the mysteries seen in the night sky above.

MOONTOUCHED MAGIC ORIGINS

d6 Origin

- 1 It is said that when you were born, there was a most auspicious and vanishingly rare lunar event.
- 2 In your youth, you were forced to drink the blood of a lycanthrope as part of a strange ritual.
- 3 A *moonblade* that has been in your family for generations has bestowed upon you a great power, after which the magic of the blade ceased to be.
- 4 Within your family line there is ancient lycanthrope blood which, long dormant, has now awakened within you.
- 5 You slept in an elven moonglade and awoke with strange and terrible powers.
- 6 Exposure to magical silver has caused your body to change in unusual ways.

MOONTOUCHED MAGIC

1st-level Moontouched Magic feature

You learn additional spells when you reach certain levels in this class, as shown on the Moontouched Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or a transmutation spell from the sorcerer, warlock, or wizard spell list.

MOONTOUCHED SPELLS

Sorcerer Level Spells

1st	<i>disguise self, moon-silvered blade*</i>
3rd	<i>misty step, waking nightmare*</i>
5th	<i>blink, remove curse</i>
7th	<i>freedom of movement, polymorph</i>
9th	<i>awaken, mantle of moonlight*</i>

PALE LIGHT

1st-level Moontouched Magic feature

You can use a bonus action to shed dim light for up to 60 feet when you are within total darkness; while under this effect, you can also see magic 60 feet around you as per the spell *detect magic*. This dim light also breaks through magical darkness, but does not dispel it. If you have 1 sorcery point available, you can dispel magical darkness entirely within 60 feet of you. You can disable this light as a bonus action on your turn.

MOTES OF MOON

1st-level Moontouched Magic feature

You can use a bonus action on your turn to cover a creature within 60 feet in small glowing lights. This creature gains your Pale Light feature for the next minute.

When a creature is affected by this magic, either you can choose to impose disadvantage on its next Dexterity saving throw against your spells or give yourself advantage on the next spell attack against that creature. After either of these effects occur, the motes flicker out. You can use these motes a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

LUNAR FORM

6th-level Moontouched Magic feature

You add *alter self* to your spell list; if you already have *alter self* on your spell list, you can pick another spell of 2nd level or lower and add it to your spell list. When you use *alter self*, you do not need to maintain concentration. The spell gains a new feature you can apply, which allows you to grow wings and gain a flight speed equal to your movement speed.

In addition, when using the natural weapons feature of the spell, your unarmed strikes use either Strength or Dexterity for your attack and damage rolls. You can make an additional attack with your natural weapons as a bonus action, and the damage of the natural weapon attack increases to 1d8 with a +2 to attack and damage rolls made with it. At 11th level, it increases to 1d10 and your bonus increases to +3.

BLESSING OF THE TEARS

14th-level Moontouched Magic feature

When you cast *alter self* you can have two of its features active at the same time.

DREAM OF MOONLIGHT

18th-level Moontouched Magic feature

When you take a long rest, you turn ethereal as the spell etherealness. In this state, you are immune to all mind-affecting spells and abilities. When you wake, you lose

your etherealness after 1 minute or if you use an action to dispel the effect.

NEW MOONTOUCHED MAGIC SPELLS

MANTLE OF MOONLIGHT

5th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

A cloak of shimmering moonlight enrobes a creature of your choice. The creature wearing this mantle regains a number of hit points at the start of its turn equal to your spellcasting ability modifier. The creature is immune to curses while under this effect, and if it is already cursed, the effect is suppressed for the duration.

MOON SHADOW SONG

9th-level illusion

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: Concentration, up to 1 hour

You create a powerful lunar event made from illusionary power. All shapechangers or lycanthropes within a 1-mile radius turn into their hybrid forms (or natural forms if they have no hybrid form) and must remain that way for the duration. Shapechanging creatures of your choice that you can see gain a +3 bonus to their attack and damage rolls and regain hit points equal to your spellcasting ability modifier at the start of each of their turns. No shapechanging magic of any kind will work within the area of the spell.

MOON-SILVERER BLADE

1st-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You bless a weapon in moonlight, granting it silvered properties against lycanthropes and other shapechangers. A weapon blessed by this effect does an additional 1d6 radiant damage when used against a shapechanger, and illuminates

the creature, causing it to shed dim light in a 5-foot radius around itself for the duration of the spell.

WAKING NIGHTMARE

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 minute

You subject a creature to painful memories or shocking imagery. A creature subjected to this spell must make a Wisdom saving throw or take 5d6 psychic damage and become unable to use their reaction for the next minute. A creature that is sleeping or unconscious automatically fails their saving throw and awakens immediately.

Isaac May



NOMAD MIND

The psionic energies within your mind can propel objects and creatures from one location to another. Legends say that such potential often manifests in children who grow up near permanent teleportation circles or in areas where other planes leak into the Material Plane. Many of those with your understanding of space believe that distance itself is an illusion, claiming that all places are one. They seek to accumulate as much knowledge as they can, questing to unravel the mysteries of the multiverse and the underlying structure of all things.

Sorcerers with such gifts are often referred to as travelers or nomad psions. Your abilities make you a seeker and explorer, and as your powers grow, your discoveries cannot be contained to the boundaries of any one region, or even one world.

NOMAD MIND ORIGINS

When making a character with this sorcerous origin, you must consider how they gained a connection to the magic of travel and distance. The suggestions of the following table can help inspire such a character's background.

d6 Origin

- 1 You grew up on an isolated side-street in a major city, which ended in an abandoned doorway. Unbeknownst to most, the doorway was a secret portal to the wondrous extra-planar city of Sigil and the key to the portal was a sprig of freshly cut lavender flowers. To this day, when you teleport, the scent of lavender hangs in the air.
- 2 Raised in the deep forest, you came to recognize a place where a ring of mushrooms marked a fey crossroads. The ritual that you sometimes saw strange folk performing to appease the crossroad guardian and travel to the Feywild left its mark on you. When you teleport, you are briefly surrounded by silvery mists from the realm of the fey.
- 3 Your childhood bedroom shared a wall with a Harper safehouse. In that safehouse was a teleportation circle that was part of a secret network connecting places of refuge across the Realms. Your prolonged proximity to it has had lasting effects. Blue light briefly traces a sigil in the air after you teleport, and those in the know recognize it as a Harper sign.

d6 Origin

- 4 You grew up near a graveyard, but it was no ordinary cemetery. You discovered that it contained a hidden shadow crossing, a passage from the Material Plane to the corresponding location in the Shadowfell (though it did not allow passage back). Its essence touched you. When you teleport, you leave behind a wisp of shadow that briefly hangs in the air like black smoke, and anyone who passes through it feels a momentary twinge of despair.
- 5 Your eccentric grandparent left you a keepsake: a tuning fork that was attuned to the Astral Plane for use as a component in the *plane shift* spell. That attunement passed to you, and then grew into other powers. Now, when you teleport, anyone listening carefully can hear the faint chime of a distant tuning fork being struck.
- 6 Your parents were conjurers with powerful enemies and frequently transported your family by magic to escape danger. Over the years, their spells took root in you. This strange upbringing made you who are, and now whenever you teleport, a welcoming wave of childhood nostalgia washes over you and those nearby.

PSYCHOPORTATION MAGIC

1st-level Nomad Mind feature

You learn additional spells when you reach certain levels in this class, as shown on the Psychoportation Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or divination spell from the sorcerer, warlock, or wizard spell list.

PSYCHOPORTATION SPELLS

Sorcerer Level Spells

1st	<i>step of a dozen paces*</i> , <i>zephyr strike</i> ^{XGE} , <i>teleport object*</i>
3rd	<i>detect thoughts</i> , <i>misty step</i>
5th	<i>sending</i> , <i>summons of Khirad*</i>
7th	<i>arcane eye</i> , <i>dimension door</i>
9th	<i>far step</i> ^{XGE} , <i>teleportation circle</i>

INSTINCTIVE TRAVELER

1st-level Nomad Mind feature

When you take damage while concentrating on a spell

you cast using a sorcerer spell slot, you can vanish instantly, reducing the damage dealt. The damage is reduced by an amount equal to your proficiency bonus, and you can teleport up to 10 feet into an unoccupied space you can see.

During your turn, you can also use this feature as a bonus action to teleport up to 10 feet to an unoccupied space you can see.

If your proficiency bonus is +3 or higher, the distance you can teleport with a use of this feature increases, becoming a number of feet equal to 5 times your proficiency bonus.

You can teleport with this feature a number of times equal to your Charisma modifier (minimum 1), regaining expended uses when you finish a short or long rest.

PSYCHOPORTATION SORCERY

6th-level Nomad Mind feature

When you cast any spell of 1st level or higher from your Psychoportation Spells feature, you can cast it by expending a spell slot as normal or by spending a number of sorcery points equal to the spell's level. If you cast the spell using sorcery points, it requires no verbal or somatic components and it requires no material components, unless they are consumed by the spell.

In addition, whenever you use a spell or class feature to teleport yourself into an unoccupied space, you can spend 1 sorcery point to gain advantage on the next attack roll you make before the end of your next turn.

DISTANCE IS AN ILLUSION

14th-level Nomad Mind feature

As a bonus action, you can spend 1 or more sorcery points to liberate yourself from the limitations of space and time for a number of minutes equal to 10 times the number of sorcery points you spend. Until this effect ends, when you move during your turn, you can teleport to an unoccupied space that you can see, spending 1 foot of movement for every foot teleported, up to a total number of feet per turn equal to your speed. As long as you have not yet reached this limit, you can teleport as many times as you wish during your movement.

In addition, when you teleport yourself with a spell or class feature during your turn, you can attempt to do so even in locations where magic would normally prevent movement or travel using teleportation (such as an area bounded by the Extradimensional Interference effect of a *hallow* spell). To do so, you spend 1 sorcery point to make a Charisma saving throw against a DC equal to 5 + the number of feet you wish to teleport. On a success, you can teleport yourself the intended distance, ignoring the effect that would prevent you.

SPACIAL IMPLOSION

18th-level Nomad Mind feature

Whenever you teleport yourself to an unoccupied space during your turn, you can spend 5 sorcery points to warp space at the point of your departure. When you do so, each creature within 30 feet of the space you left must make a Strength saving throw. On a failed save, a creature takes 3d10 force damage and is pulled straight toward the space you left, ending in an unoccupied space as close to your former space as possible. On a successful save, the creature takes half as much damage and isn't pulled.

NEW NOMAD MIND SPELLS

PHANTOM CARAVAN

6th-level conjuration

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (the hoof or leg-hair of a camel)

Duration: Instantaneous

You and up to six willing creatures of your choice that you can see within 60 feet of you teleport to a spot you can see within range. If there isn't an open space for all the targets to occupy at the arrival point, the spell fails.

STEP OF A DOZEN PAGES

1st-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

You must not yet have moved this turn, otherwise the spell fails. Stepping through invisible folds in the borders between planes, you teleport up to 10 feet to an unoccupied space that you can see, and your speed is reduced to 0 until the end of the turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, your speed after teleporting is halved instead of being reduced to 0, and the distance you can teleport is increased by 20 feet for each slot level above 1st.

SUMMONS OF KHIRAD

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a fishhook and line)

Duration: Instantaneous

You shoot a bolt of blue flame at your enemy. Make

a ranged spell attack. On a hit, you deal 3d6 psychic damage to the target and it must make a Wisdom saving throw. On a failure, the target shimmers for a second and you can teleport it to any empty space you can see within 30 feet of it where it would be on solid ground that can support its weight. Once the target is teleported, it immediately provokes opportunity attacks from all creatures within 5 feet of it.

TELEPORT OBJECT

Conjuration cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You teleport an object you're holding to a short distance away. One object in your hand vanishes in a puff of blue mist as you teleport it to an unoccupied space you can see within range. Alternatively, you can teleport the object to a willing creature you can see within range, either causing the object to land at the creature's feet, or within reach of its free hand.

This spell can only teleport Tiny objects that weigh 25 pounds or less and can be held in one hand.

Jeremy Forbing

Khirad is both a blue-hued star and the face of one of the foul Great Old Ones of Far Realm. During apocalyptic events, it shines brighter, becoming the most visible star in the sky. It brightened a great deal just before the Time of Troubles, and it has done so more often in the century since than it did in the entire millennium prior.

Laeral Silverhand



PROPHETIC SOUL

Rarely does the magic of divination give the power to see all. Those who have seen too deeply have had their minds shatter from the stress. The concept of staring into the void and the void looking back is what leaves some spellcasters addled. This power, however, can travel through a family line, or can be bestowed with an artifact of incredible power. However you happened by this power, your very existence is now dictated by a prophecy and all that it entails.

PROPHETIC SOUL ORIGINS

d6 Origin

- 1 You looked deeply into a crystal ball or magical mirror and saw only yourself staring back. Ever since that incident you've been tied to this new power.
- 2 One of your ancestors was a great seer who foretold a deadly prophecy. Your family line was snuffed out afterwards and now you are the last known seer in the line.
- 3 As a child, you prayed diligently for an answer to all your questions. Only recently has some power awakened within you and is making a connection to the answers you once sought.
- 4 You were born under signs that bespoke of a great prophecy; this prophecy is now interwoven into your very being.
- 5 You happened into a temple where you found a scroll outlining the next three days of your life. Ever since then you've felt a connection to divination magic.
- 6 During a deadly storm, you were struck by lightning. The people of your village believed it was a divine act, and while you would disagree, you cannot deny that you now see more than you ever could.

PROPHETIC MAGIC

1st-level Prophetic Soul feature

You learn additional spells when you reach certain levels in this class, as shown on the Prophetic Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a divination or an illusion spell from the sorcerer, warlock, or wizard spell list.

PROPHETIC SPELLS

Sorcerer Level Spells

1st	<i>dissonant whispers, predictive protection*</i>
3rd	<i>detect thoughts, see invisible</i>
5th	<i>forcing fate*, speak with dead</i>
7th	<i>false information*, locate creature</i>
9th	<i>dream, divining dart*</i>

PERSONAL PROPHECY

1st-level Prophetic Soul feature

The prophecy that has been written about you can be changed or bolstered. You can change your fate in a number of ways as you gain power. You can Fulfill the Prophecy and have it grow in power, or you can Escape the Prophecy to alter the path you are currently on. Once you begin down either of these paths, it becomes increasingly hard to deviate from them.

Fulfill the Prophecy. After you make a successful attack, saving throw, or skill check, you can use your reaction to gain a bonus equal to 1d4 on the next roll you make of the same type. This bonus lasts until the end of your next turn, at which time you can spend 1 sorcery point to extend this to 1 full minute. If you have used Escape the Prophecy at least once since your last long rest, this special reaction instead costs 1 sorcery point to activate and 2 sorcery points to extend.

Escape the Prophecy. After you fail an attack, saving throw, or skill check, you can use your reaction to gain a bonus equal to 1d4 on the next check you make of the same type. This bonus lasts until the end of your next turn, at which time you can spend 1 sorcery point to extend this to 1 full minute. If you have used Fulfill the Prophecy at least once since your last long rest, this special reaction instead costs 1 sorcery point to activate and 2 sorcery points to extend.

REACTION TO FATE

6th-level Prophetic Soul feature

You can use your Personal Prophecy without using your reaction. Once you do this, you cannot use the Personal Prophecy again until the start of your next turn.

SEEING THE END

6th-level Prophetic Soul feature

If you are about to be the target of an attack, spell, or other effect that deals damage, as a reaction, you can inform the DM you are using this feature. Once you do so, if the damage from the effect you specified reduces you to 0 hit points, you instead take no damage from it. However, if the damage does not reduce you to 0 hit

points, nothing happens and you take the damage as normal.

Once you use this feature, whether or not it ends up reducing the damage, you cannot use it again until you finish a long rest or spend 5 sorcery points to reactivate it for a single use.

PROJECTING PROPHECY

14th-level Prophetic Soul feature

You can use Personal Prophecy and Seeing the End on any creature within 60 feet of you, granting that creature the same benefits you would receive.

ACCEPT OR DENY

18th-level Prophetic Soul feature

The dice rolled for your Personal Prophecy increase to 2d4.

NEW PROPHECIC SOUL SPELLS

DIVINING DART

5th-level divination

Casting Time: 1 action

Range: 2 miles

Components: V, S, M (a bit of crushed glass)

Duration: Concentration, up to 1 minute

When you cast this spell, designate a space you can see within 2 miles. You create a sensor in that area that can see within 60 feet of itself using your vision. If there is a creature within 60 feet of that sensor when you cast this spell, you can immediately make a ranged spell attack with a magical dart against that creature. Otherwise, you can use an action while concentrating on the spell to release the dart at a later time. If the attack hits, it does 3d10 psychic damage. The sensor vanishes once the dart has been launched.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

FALSE INFORMATION

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

For the duration of this spell, when a creature attempts to scry you using magic or abilities, you can immediately respond to that scrying with a reaction. That creature instead witnesses events in your life that transpired up to 24 hours prior (any hour of your choice) and reads you as being in the location you were at that point in time instead of your actual current location. You can use this reaction any time you are

scried during the duration without using a spell slot.

At Higher Levels. When you cast this spell using a spell slot of 6th level, you can have the creature see any events that happened up to 7 days ago (any day of your choice). If you cast this spell using a spell slot of 9th level, you can have the creature see any events that have transpired within the last year.

FORCING FATE

3rd-level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You can impose a special forced fate die upon any creature you can see. When you cast this spell, roll a d20 and record the result. As a reaction, whenever that creature is about to roll an ability check, attack roll, or saving throw, you can replace their roll with the number recorded on the forced fate die.

PREDICTIVE PROTECTION

1st-level divination

Casting Time: 1 reaction

Range: Self

Components: V

Duration: 1 round

As a reaction to being attacked by a creature you can see, you can cast this spell. Creatures attacking you have disadvantage on all attack rolls against you including against the triggering attack until the start of your next turn.

Isaac May



RAVEN QUEEN'S BELOVED

The inscrutable, deity-like being called the Raven Queen is little understood. From her Fortress of Memories in the Shadowfell, and for her own unknown purposes, she interferes in mortal affairs. Some believe she seeks to bring balance to the multiverse. Others theorize that she is a parasite, living off stolen emotions and memories, or that she helps free dead souls from unfinished business so they can move on. Some even say she is mad. Sages have wondered if such a being is even capable of hope, of morality, of love. On that last point, you believe you could settle all debate. You know that the Raven Queen can love, because she loves you... though perhaps not for your own sake.

Your parent or grandparent was precious to the Raven Queen, and when they died, she swore to protect and nurture you. She has provided for your welfare and education since you were young. A magical raven watches over you, harrying your enemies and warning you of danger. Each night in your dreams, you experience the memories of spellcasters long dead, exploring deep secrets of magic. Sometimes, the Raven Queen appears to you herself, her eyes blazing with something like affection as she gazes at you in silence from afar.

ORIGINS OF THE RAVEN QUEEN'S BELOVED

Likely, the full truth of the tale is as unknowable as the Raven Queen herself, but you know you descend from someone the Raven Queen loved. Work with your DM or use the table below to determine why your parent or grandparent was important to the Lady of Fate.

d10 Origin

- 1 - 2 Your parent or grandparent was a prophet, abbot, or votaress of the Raven Queen's Order, a quasi-monastic society that contemplates the Lady of Fate's mysteries and seeks to enact her will.
- 3 - 4 The Raven Queen has many servants, but your parent or grandparent was closer to her than most, and died in her service. She still seeks to reward this loyalty in her kindness to you.
- 5 - 6 Your parent or grandparent became the Raven Queen's mortal lover, though you know little about their relationship beyond this fact. As far as you know, you are not descended from the Raven Queen herself.

d10 Origin

- 7 - 8 Having once been mortal, the Raven Queen still yearned for friendship, companionship, and honest advice. This led the Lady of Fate to a person of rare character — your parent or grandparent, who became her closest confidante.
- 9 - 10 You have no recollection of your family, and the Raven Queen has admitted to you that she took away these memories for your own protection. You don't know why, but you know it has something to do with the red scar on your forehead — the one that turns as black as midnight whenever you cast a spell.

MAGIC OF THE RAVEN QUEEN

1st-level Raven Queen's Beloved feature

You learn additional spells when you reach certain levels in this class, as shown on the Magic of the Raven Queen table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or a conjuration spell from the bard, druid, sorcerer, or warlock spell list.

MAGIC OF THE RAVEN QUEEN

Sorcerer Level Spells

1st	<i>find familiar, goodberry, guidance</i>
3rd	<i>blessing of the Raven Queen*, find steed</i>
5th	<i>dispel magic, intellect fortress^{TCE}</i>
7th	<i>death ward, divination</i>
9th	<i>modify memory, the Raven Queen's breath*</i>



FATE'S FAVOR

1st-level Raven Queen's Beloved feature

When you gain this sorcerous origin, both the ups and downs of fortune tend to eventually work out in your favor. Immediately after you make a d20 roll with either advantage or disadvantage, you can use this feature to choose one number rolled on a d20 that goes unused (the lower number if you have advantage, or the higher number if you have disadvantage) and record the number rolled. Any time after your current turn ends, you can replace one attack roll, saving throw, or ability check you make with the recorded roll. You must choose to do so before the roll.

A roll recorded with this feature can only be used once. If you haven't used a recorded roll from this feature by the next time you finish a long rest, you lose it.

Once you use this feature to record a roll, you cannot do so again until you finish a long rest.

In addition, when you cast *find familiar*, instead of choosing one of the normal familiar forms, your familiar is a **raven harrier**, as described at the end of this sorcerous origin. Unlike other familiars, it can attack, but only as listed in its stat block.

WALKING WITH THE SPIRITS

6th-level Raven Queen's Beloved feature

The forces of death are reluctant to harm you, and even the most ephemeral spirits of the mortal world seek to earn the Raven Queen's favor by aiding your every step. You gain resistance to necrotic damage and advantage on death saving throws. Also, you can run on or across any object or objects that have substance, no matter how small, as if you were weightless: a cloud of dust, falling snowflakes, tiny branches, cherry blossom petals floating on the breeze, and so on.

As part of this feature, you have a climbing speed equal to your walking speed, and you can climb vertically or horizontally, at any angle, through any unoccupied space while leaving your hands free, as long as there is anything more substantial than air within that space and it's not more than 30 feet above a surface on which you can stand.

SORCEROUS WISH

14th-level Raven Queen's Beloved feature

As an action, you can spend sorcery points and whisper your desire to the Raven Queen, knowing that she will hear your wish and grant it, transforming the magic you expend into the desired effect. You can request the effects of one spell with a casting time of 1 action that is at least 1st level but no higher than 7th level. The spell can be from any class's spell list, and you don't need to meet the requirements of that spell, including

costly components; the spell simply takes effect as part of this action. However, the spell gains a new verbal component in place of its normal components, for you must speak your wish. You must also spend a number of sorcery points equal to the spell's level.

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

CURSE OF THE LADY OF FATE

18th-level Raven Queen's Beloved feature

You can call upon the Raven Queen to curse your enemies. When a spell you cast deals damage to one or more creatures during your turn, you can spend 1 sorcery point to choose one of those creatures and curse it. The next time the cursed creature deals damage, you can use your reaction to either deal 2d12 necrotic damage to the cursed creature or have it provoke an opportunity attack from your choice of one of your allies. The ally must have the target within its reach to make this opportunity attack. If the opportunity attack hits, it deals an extra 1d12 necrotic damage.

If a creature has immunity to necrotic damage, it still takes the damage from this feature, as if it had only had resistance to necrotic damage. A creature that takes this necrotic damage is frightened of you until the end of its next turn, at which point the curse ends.

If a d12 rolled for the necrotic damage from this feature rolls a 12, the Raven Queen herself briefly appears. When this happens, the speed of every creature within 60 feet of the cursed creature is reduced by half, and the cursed creature is restrained. Both of these effects last until the end of the target's next turn.

Once you deal damage with this feature, you can't use it again for 1 minute. If the Raven Queen appears, you can't use this feature again until the next time you finish a long rest.

NEW RAVEN QUEEN'S BELOVED SPELLS

BORNE ON BLACK WINGS

6th-level abjuration

Casting Time: 1 reaction, which you take when your hit points would be reduced to 0

Range: Self

Components: V

Duration: Instantaneous

When death's shroud would fall, you beseech spirits of the Shadowfell to spare you, bearing you away on black-feathered wings borrowed from the Raven Queen herself. Instead of being reduced to 0 hit points, you are reduced to 1 hit point, and you can immediately fly up to 30 feet as part of the reaction used to cast this spell. This movement does not provoke opportunity attacks.

If you move at least 5 feet with this spell, at the end of that movement you regain 3d6 hit points.

If you have not previously cast this spell since the last time you finished a long rest, you also gain temporary hit points equal to the hit points you regained.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the healing increases by 1d6 for each slot level above 6th.

BLESSING OF THE RAVEN QUEEN

2nd-level necromancy

Casting Time: 1 reaction, which you take when you reduce a creature within range to 0 hit points.

Range: 30 feet

Components: V, S

Duration: 1 minute

The Raven Queen grants a boon to those who speed the dead on their way. Choose one creature that is within 30 feet of the triggering creature when it is reduced to 0 hit points. The chosen creature gains temporary hit points equal to $2d4 +$ your spellcasting ability modifier (minimum 1) and the benefits of a *bless* spell. This benefit means that until the spell ends, whenever that creature makes an attack roll or a saving throw, it can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the temporary hit points granted increase by 1d4 for each slot level above 2nd.

DEATH FOR DEATH

6th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (the feather of a raven)

Duration: 1 hour

You pluck fate's strings for an ally you touch, allowing them to trade their own life force to alter the outcomes of their attacks. For the duration, when the ally misses with an attack roll, it can take necrotic damage equal to its maximum number of Hit Dice to reroll that attack roll, possibly making it into a hit instead of a miss. This necrotic damage cannot be reduced or prevented in any way. Whenever the ally takes damage from this spell, it reduces its hit point maximum by the same amount. Its hit point maximum is restored to normal the next time it finishes a long rest.

THE RAVEN QUEEN'S BREATH

5th-level necromancy

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a black crown made of 1,000

gp worth of iron, onyx, and obsidian, which you wear during the casting)

Duration: 1 minute

You release the breath of the Raven Queen to assail your enemies, binding them in black ice to leech strength from their bodies. Each creature in a 60-foot cone has its speed reduced by half until the end of its next turn and must make a Dexterity saving throw, taking 3d6 cold damage on a failure or half as much damage on a success.

For the duration, the area of the cone becomes difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must make a Constitution saving throw. On a failure, it takes 3d6 necrotic damage and becomes restrained by the black ice until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the cold damage and necrotic damage for a failed save both increase by 1d6 for each slot level above 5th.

Jeremy Forbing



RAVEN HARRIER

Tiny celestial, same alignment as you

Armor Class 14

Hit Points equal the raven harrier's Constitution modifier + your Charisma modifier + five times your level in this class
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	8 (-1)	14 (+2)	6 (-2)

Saving Throws Dex +4, Wis +4

Skills Perception +4, Stealth +4

Damage Resistances necrotic, poison

Damage Immunities radiant

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages understands Celestial, Common, and any languages you know, but it can't speak

Celestial Bond. The following numbers increase by 1 when your proficiency bonus increases by 1: the raven harrier's skill and saving throw bonuses (above), the bonuses to hit and damage of its talons attack, and the number of hit points restored by its Mystical Recovery action (below).

Flyby. The raven harrier doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Harrier. When the raven hits a creature with a melee attack, it can force that target to make a saving throw against your spell save DC. On a failure, the target can't take reactions until the end of your next turn, and the next attack roll you make against this target before the end of your next turn has advantage.

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions (requires your Bonus Action)

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4+2) piercing damage, plus 2 radiant damage.

Mystical Recovery (3/Day). The raven harrier either restores 2d6 + 2 hit points to itself or to one creature within 5 feet of it that has 0 hit points.

SANGUIRAPTOR BLOODLINE

A small cabal of sorcerers once realized that the potential of sorcery was in the form of whatever powers fell into it, such as draconic sorcerers and sorcerers of the elements. If their blood allowed them to emulate the abilities of beings who deemed their bloodlines worthy of power, why not just take such abilities for themselves? Over generations, they imbued themselves with the ability to copy the abilities of creatures around them through simple observation.

LASTING ECHOES

Holding onto the natural (and supernatural) abilities of creatures is not an easy task and oftentimes your body tries to alter itself to more closely resemble the creatures who you've borrowed from. Use the table below to determine how your body likes to echo those creatures.

d6 Echo

- 1 Your skin takes on the texture of one of the creatures whose abilities you've borrowed (scales, leathery skin, metallic skin, etc.).
- 2 Your body wicks with small bursts of elemental power aligned to one of the creatures whose abilities you've borrowed (fire, lightning, cold, etc.).
- 3 Your shadow grows into the shape of one of the creatures whose abilities you've borrowed.
- 4 You emanate a smell, identical to that of one of the creatures whose abilities you've borrowed.
- 5 You grow a vestigial tail, if one of the creatures whose abilities you've borrowed has a tail.
- 6 Whenever you speak, undertones of vocalizations from one of the creatures whose abilities you've borrowed can be heard.

ABSORB SPELLS

1st-level Sanguiraptor Bloodline feature

You've learned that your sorcerer powers can aid you in absorbing the spells of other creatures. As a reaction to a creature casting a spell within 30 feet of you, you can expend a number of sorcery points equal to the level of the spell. If you do, that spell counts as prepared for you for the next 1 minute.

ANALYZE TARGET

1st-level Sanguiraptor Bloodline feature

As an action, you can begin to analyze one creature of a CR no higher than your level plus your proficiency bonus. When you use this ability and at the start of each of your turns, you learn one piece of information about the target in the following order:

- Languages the creature speaks
- Senses the target possesses
- Resistances the target possesses
- Immunities the target possesses
- A single non-attack ability possessed by the creature. This repeats until all abilities have been learned.

ABSORB ABILITY

6th-level Sanguiraptor Bloodline feature

You've learned that your sorcerer powers can aid you in absorbing the abilities of other creatures. By touching a creature and using an action, you can absorb one of its abilities (not attacks). You must expend a number of sorcery points equal to the CR of the creature (minimum 1) while touching the target.

You choose one of the following:

- Gain a resistance possessed by the creature
- Gain an immunity possessed by the creature
- If the creature has a natural armor descriptor to Armor Class, you may choose to replicate it (thick hide, scales, etc.) and replace your own AC with theirs. You do not add armor, dexterity, or magical modifiers to your new AC.
- Gain one ability that isn't spellcasting or innate spellcasting (you do not gain attacks this way)
- Become proficient in one skill the creature has (using your own proficiency modifier)
- Gain all senses possessed by the target
- Gain a mode of movement possessed by the creature equal to your base speed

You keep the gained ability until you regain the sorcery points expended. You cannot possess more abilities this way than your proficiency bonus.

MIMICRY

6th-level Sanguiraptor Bloodline feature

You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

If you already possess this ability, you double your proficiency bonus when making Charisma (Deception) checks using this feature.

BLUE SORCERER

14th-level Sanguiraptor Bloodline feature

As a reaction to one of the conditions listed below, you can use your Absorb Ability feature without touching a creature, to gain the listed benefit.

When a creature uses one of their non-attack abilities, you gain it.

- When a creature makes a skill check, you become

- proficient with that skill.
- When the creature reduces damage from an attack, you become resistant to that type of damage.
 - When a creature takes no damage from an attack, you become immune to that type of damage.
 - When you witness a creature move using swim, fly, or burrow speeds, you gain the same mode of movement equal to your base speed.

A creature must be within 60 feet for you to use your reaction in this way.

BORROWED POWER

18th-level Sanguiraptor Bloodline feature

When you absorb an ability using your Absorb Ability feature, it is now semi-permanent. Whenever you complete a long rest, you must succeed on a Constitution saving throw for each ability you've gained. On a success, you retain that absorbed ability until your next long rest, at which time you must repeat the save; on a failure, you lose that absorbed ability. The DC for this is equal to 15 plus the number of absorbed abilities remaining.

NEW SANGUIRAPTOR BLOODLINE

SPELLS

DETECT CREATURE

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

For the duration, you know if there is a beast, dragon, monstrosity, ooze, or plant within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

LEND

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You grant proficiency to a willing creature within range on a single Ability check. This must be a skill with which you are proficient.

SHUTDOWN

5th-level transmutation

Casting Time: 1 reaction

Range: 30 feet

Components: V, S, M (an octagonal stone painted red)

Duration: Concentration, up to 1 minute

As a reaction to a creature using their action or bonus action to use one of their non-spellcasting abilities, you place arcane locks on that ability. As part of casting this spell, and each time the creature tries to use that specific ability, it must first make a Charisma saving throw against your spell DC. Failure indicates that the ability can't be used (although the action or bonus action is not wasted).

STRIP

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (A rag soaked in alcohol)

Duration: Concentration, up to 1 minute

Touching a creature, you strip them of their damage resistances and immunities. At the end of each of its turns, a creature can make a Constitution saving throw, ending this effect on a successful save.

At Higher Levels. If cast using a spell slot of 9th level, you also remove any condition immunities the target possesses as part of this spell.

Bryan Holmes



SCALED BLOODLINE

For eons before the first warm-blooded humanoids stepped onto the dirt, the scaled empires ruled over the world. The Sarrukh held dominion on every edge of their maps, and their power remains today, flowing through the veins of sorcerers and scaled ones alike.

SCALED URGES

The blood of the Sarrukh causes additional urges to fill your mind from time to time. While most of the time you have a good handle on such urges, it doesn't mean they aren't present. Roll on the table below to see when you get an urge, or use the table below as inspiration to create your own.

d6 Urge

- 1 When finding a new weapon, armor, or other magical item, your urges drive you to take it by force and use it immediately on the nearest creature to show how strong you are.
- 2 If you don't seem to be noticed by a creature, your urge drives you to sneak through the shadows and terrify them as an unseen force, to prove your dexterous superiority.
- 3 After killing a creature, your urge drives you to find out how it tastes. After all, if you defeated it, you've earned the right to consume it!
- 4 When you find new clues or information pertaining to your adventures, your urge drives you to take it and hide it from others, so that they must rely on your intellect.
- 5 If given the chance to protect one of your allies, your urge throws you into the fray at any cost. None may harm those closest to you.
- 6 At the most dark, morose, and somber of moments, your urge drives you to make a joke at the expense of those most affected by the moment.

SCALED SPELLS

1st-level Scaled Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Scaled Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be from the sorcerer spell list.

SCALED SPELLS

Sorcerer Level Spells

1st	<i>reactive skin*</i> , <i>serpent glide*</i>
3rd	<i>darkness</i> , <i>suggestion</i>
5th	<i>fear</i> , <i>haste</i>
7th	<i>blight</i> , <i>polymorph</i>
9th	<i>dominate person</i> , <i>hold monster</i>

SCALED HERITAGE

1st-level Scaled Bloodline feature

You can cast *animal friendship* an unlimited number of times with this trait, but you can target only snakes with it.

Additionally, you gain darkvision out to a range of 60 feet if you didn't already have it and you also gain resistance to poison damage and have advantage on saving throws against poison.

REFLECTIVE SCALES

6th-level Scaled Bloodline feature

If you are the only target of a spell, you can use your reaction to reflect it back to the caster. You must expend a spell slot of equal or higher than the spell targeting you. The spell then affects the caster instead of you as if you had cast it.

The reflected spell uses your spell save DC and spell attack bonus.

SCALED ANCESTORS

14th-level Scaled Bloodline feature

You summon the power of a couatl, naga, or some other ancient scaled creature, changing your form. For the next 1 minute, you can take your choice of the form of a **couatl**, **bone naga**, or **yuan-ti mind whisperer**. Any spells you cast while in these forms use your spell slots, and you only have access to spells which the form has access to while shapeshifted in this way.

Shapeshifting in this way works like the druid's Wild Shape class feature, but is limited to the chosen form. Your DM has statistics for these creatures.

SWARMING MASS

14th-level Scaled Bloodline feature

If you are reduced to 0 hit points and not killed outright, your body naturally transforms into a **swarm of poisonous snakes** for 1 hour with temporary hit points equal to your sorcerer level.

If the swarm of snakes isn't killed before 1 hour is up, they reform your body. You regain hit points equal to the number of remaining temporary hit points. If the snakes are killed before this effect ends, you still reform but remain at 0 hit points (making death saving throws as normal).

NEW SCALED BLOODLINE SPELLS

REACTIVE SKIN

1st-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (shed skin from a chameleon)

Duration: 10 minutes

Your body and all your gear reactively changes to match your surroundings. While remaining motionless you have a +10 bonus and advantage on Dexterity (Stealth) checks based on sight.

SERPENT GLIDE

1st-level transmutation (ritual)

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: 1 minute

You can glide upon the surface of water as though it were solid ground.

SHED SKIN

6th-level evocation

Casting Time: 1 reaction

Range: Self

Components: V, S

Duration: Instantaneous

As a reaction to being reduced to 0 hit points, you shed your body like a second skin. You lose all item attunements and all of your gear is dropped to the ground wherever you cast this spell. You are restored to half your total hit points and gain a level of exhaustion.

At Higher Levels. If cast using a spell slot of 7th level or higher, you also gain temporary hit points equal to your caster level. If cast using a spell slot of 8th level or higher, your equipment is not dropped to the ground with your old skin. If cast using a spell slot of 9th level or higher, your item attunements remain intact.

VENOMOUS BITE

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

Growing long fangs, you gain a bite attack to deliver potent venoms. Your unarmed attack damage becomes 1d6 piercing and on a hit you deal additional poison

damage equal to your Charisma modifier.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, you deal additional poison damage equal to the level of the spell times your Charisma modifier. If you cast this spell using a spell slot of 5th level or higher, on a successful attack, the target is poisoned for 1 minute.

Bryan Holmes



SOLAR BLOODLINE

Whether you were born on a solstice or equinox, during a solar flare, or as a wondrous comet crossed the plane, your birth having coincided with one of these auspicious occasions has granted you magical powers that only now are manifesting. Solar sorcerers harness the power of stars themselves, burning passionate and bright within their core and using that power to change the world to their advantage.

SOLAR SIGNS OF SORCERY

The magic flowing through your body manifests itself in unique ways when you cast a spell.

d6 Sign

- 1 A smell of cooking meat permeates the air around you.
- 2 You hear a sizzling sound in your ear.
- 3 You have a visible birthmark that glows red.
- 4 The air crackles around you.
- 5 Flames appear in your pupils.
- 6 Your hair begins to smoke.

SOLAR MAGIC

1st-level Solar Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Solar Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer

spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level.

SOLAR SPELLS

Sorcerer Level	Spells
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1st	<i>burning hands, flame whip*</i>
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3rd	<i>heat metal, solar screen*</i>
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5th	<i>daylight, Melf's minute meteors^{XGE}</i>
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7th	<i>elemental bane^{XGE}, wall of fire</i>
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9th	<i>flame strike, living campfire*</i>
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FIRE IN MY SOUL

1st-level Solar Bloodline feature

You've learned to connect with a spiritual flame planted within you at birth. When you deal damage with a spell, you can spend 1 sorcery point to change the damage dealt by that spell to fire.

ENCASED IN FLAME

6th-level Solar Bloodline feature

Your body has become accustomed to heat and fire and you gain resistance to fire damage. As an action, you can spend 2 sorcery points to generate flame from your hands for 1 minute; you can extend these flames over your fists or melee weapons to add 1d6 fire damage to attacks with either for the duration.



SOLAR FLARE

6th-level Solar Bloodline feature

When you cast a spell with a casting time of 1 action or use a class feature that spends sorcery points, you can use your bonus action to make a melee weapon attack.

THE POWER OF THE SUN

14th-level Solar Bloodline feature

You know how to overcome other creatures' natural resistances to your magic. Spells you cast ignore resistance to fire damage and you can spend 2 sorcery points to turn immunity to fire damage into resistance instead.

SELF-CONTAINED STAR

18th-level Solar Bloodline feature

You've learned to harness the power of the sun to become a weapon of its power. As an action you surround yourself with an aura of fire that lasts for 1 minute.

- You are immune to fire damage, and resistant to bludgeoning, piercing, and slashing damage. When you come within 5 feet of a creature for the first time, or a creature comes within 5 feet of you, and again at the start of each of its turns, that creature must make a Constitution saving throw, taking 3d6 fire damage on a failure, or half as much on a success. Any flammable objects within 5 feet of you that aren't being worn or carried catch fire, taking 1d6 fire damage per turn until an action is taken to put it out.
- You gain a flying speed of 40 feet.
- Your melee attacks deal an additional 1d6 fire damage (2d6 extra fire damage total) total, you have advantage on attack rolls that would deal fire damage, and creatures have disadvantage on saving throws against your spells that would deal fire damage.
- You ignore resistance to fire damage, and can turn a creature's immunity to fire damage into resistance without spending sorcery points.

Once you use this feature, you cannot do so again until you finish a long rest.

NEW SOLAR BLOODLINE SPELLS

FLAME WHIP

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You make a melee spell attack against a creature you can see within range and summon an extremely long, flaming whip into your hand. On a hit, the target takes 1d6 fire damage and is grappled. At the start of each of the creature's turns, it takes an additional 1d6 fire damage. As a bonus action, you can either pull the creature 10 feet closer to you, or deal an additional 1d6 fire damage to the creature. A creature can escape the whip by using their action to succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. When a creature escapes, or if the spell attack fails, the spectral whip disappears and the spell ends. You can also end the spell as a free action.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's range increases by 5 feet and the damage increases by 1d6 for every two levels you cast the spell above 1st level.

LIVING CAMPFIRE

5th-level transmutation

Casting Time: 1 action

Range: Self (120-foot-radius sphere)

Components: V, S, M (a piece of charcoal and twig)

Duration: 8 hours

You become a living campfire, glowing brightly and keeping your companions warm. For 8 hours, you gain the following benefits.

- You enter a meditative state, gaining the benefits of rest, but remaining aware of your surroundings.
- You shed bright light in a 30-foot radius and dim light for an additional 30 feet. As a free action, you can choose to dim the light, shedding only dim light for 30 feet, extinguish the light completely, or reignite any level of light.
- You give off moderate heat. This can keep you and every creature within range warm enough to avoid the effects of extreme cold; it can also warm up food, but is not enough to completely cook food such as raw meat.
- For the duration, you can sense when any creature enters the area, but you do not know their general location or the number of creatures, only that they are within the radius of your spell.
- Your eyes glow red and you gain darkvision out to the range of the spell.

You can end the effects of this spell early as an action.

SINGULARITY

7th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a star rose quartz worth at least 100 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You summon a small black hole that threatens to consume everything around it. You target a point you can see within range. A black hole 5 feet in diameter appears in the space you target. If a creature is in that space, they are immediately shunted to a random empty point adjacent to the black hole. When a creature starts their turn within 60 feet of the black hole, they must make a Strength saving throw. On a failure, their movement speed is reduced to 0 until the end of their turn, and they are pulled 5 feet closer to the black hole. On a success, their movement speed is reduced by half instead and they are not pulled closer.

Any creature that enters the space of the black hole is transported immediately to the Astral Plane. When this spell is cast in the Astral Plane, creatures are instead transported to the Prime Material Plane.

SOLAR SCREEN

2nd-level abjuration

Casting Time: 1 reaction, which you take when you are hit by a weapon attack.

Range: Self

Components: V, S, M (a piece of brimstone)

Duration: Instantaneous

A shield of fire springs up in front of you, absorbing some of the damage you take. You reduce the damage taken by 1d6 + your Charisma modifier. If you reduce the damage to 0, you gain the extra in temporary hit points.

At Higher Levels. When you cast this spell at 4th level or higher, you reduce the damage by an additional 1d6 for each level above the 3rd.

TOTAL ECLIPSE

9th-level evocation

Casting Time: 1 minute

Range: Self

Components: V, S, M (a diamond worth at least 500 gp, which the spell consumes)

Duration: Until dispelled

You utter a mysterious incantation and the diamond within your hand becomes liquid. Over the next minute after the spell is complete, the sun slowly darkens as though being blocked by a moon. For the duration, the sun no longer gives off light in a 10-mile radius, but continues to give off heat. You can dispel this effect as an action, or it automatically ends if you fall unconscious.

Ryan Langr



SPELLFIRE WIELDER

You are one of few people who have the innate talent to control spellfire, the raw energy of the Weave. As silver fire, it is a gift granted by Mystra for the use of her Chosen (such as Laeral Silverhand, Elminster, and certain humble archmages) and other favored servants. Yet the wielding of true spellfire, rarely and seemingly randomly bestowed, is a far more powerful talent. It allows you to absorb and harness magic, which you can use to heal, project destructive bursts, and more. This energy most often resembles sparks or tendrils of blue-white, ravaging flame, though sometimes it arcs around your hands like lightning.

Most who bear the gift of spellfire never have time or opportunity to develop those skills. They destroy themselves early on or are forced to live on the run from those who seek to exploit them. You, however, have undertaken careful practice to grow your talents into magical mastery. You know that, in time, those able to discipline the power of spellfire can hone their talent into true sorcerous might. Within you lies the potential for fantastic abilities of which most dabblers can only dream.

SPELLFIRE PURSUERS

As a spellfire wielder, you must accept that there are those who will always hunt you, hoping to use your gifts for their own ends. Work with the DM to determine what faction or interest has pursued you most relentlessly, and what tactics they've used, consulting the table below for inspiration.

d6 Pursuers

- 1 ***Abolethic Sovereignty.*** Based in the North, these ancient aboleths seek to harness the might of the primordial Maegera the Inferno. They have employed a variety of deceptions to lure you into serving them, believing that you can empower and perfect the Symphony of Madness, their ritual to control the titan.
- 2 ***Cult of the Dragon.*** The faction of the cult that worships dracoliches pursues the power of spellfire wherever it arises, as part of their undead masters' plan to take over the world. They seldom attack you in civilized places, but when traveling overland or by sea, you've learned to watch for soldiers on the road or draconic wings on the horizon.

d6 Pursuers

- 3 ***Malaugryms.*** The horrid aberrations called malaugryms seek to study you, believing that if they can replicate your power, it will delay or prevent the slow loss of memory and mind inherent to their species. They connive to kidnap those close to you, then use their shapeshifting abilities to replace them.
- 4 ***Red Wizards of Thay.*** All too frequently, when new people you meet befriend you, they turn out to be disguised Red Wizards of Thay who covet your power. Thay's ruler, the lich Szass Tam himself, believes that your power could be the missing piece in his schemes to attain godhood.
- 5 ***Warlock Knights of Vaasa.*** The eldritch enforcers of Vaasa's brutal feudal hierarchy sometimes execute quick, well-organized raids on places that offer you refuge. They believe that your power can awaken Telos, the fallen colossus who acts as patron of their warlock pacts.
- 6 ***Zhentarim.*** The Black Network's founder, Manshoon, hungered for power like yours even before he abducted the spellfire wielder Shandril Shessair, who soon dealt him a stinging defeat. More recently, Manshoon asked the Zhentarim's leading crime-lord, the dwarf Jotan Silverhammer, to track your whereabouts. Silverhammer's agents often bribe others to spy on you.

SPELLFIRE MAGIC

1st-level Spellfire Wielder feature

You learn additional spells when you reach certain levels in this class, as shown on the Spellfire Magic table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

SPELLFIRE MAGIC

Sorcerer Level Spells

1st	<i>cure wounds, detect magic, eyes ablaze*</i>
3rd	<i>Agannazar's scorcher^{XGE}, dragonflame mantle*</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>fire shield, chains of fire*</i>
9th	<i>flame strike, prime the fire*</i>

FIRST SPARK

1st-level Spellfire Wielder feature

You gain a set of abilities fueled by special dice referred to as spellfire dice.

Spellfire Dice. Whenever you finish a long rest, you gain two spellfire dice, which are d6s. A spellfire die is expended when you use it. If you have any unexpended spellfire dice when you finish a long rest, you lose them, but immediately gain your normal two spellfire dice. At 5th level, your spellfire dice become d8s instead of d6s; at 11th level, they become d10s; at 17th level, they become d12s. If you are in an area where spells are suppressed or cannot be cast (such as an antimagic field spell), you cannot use spellfire dice.

Using Spellfire Dice. At 1st level, you can expend spellfire dice for the following effects:

- Whenever you use your action to cast a spell of 1st level or higher, you can immediately expend one or more spellfire dice as a bonus action to cast *eyes ablaze**, changing that cantrip's casting time to 1 bonus action for that casting. When you do so, roll all the expended spellfire dice and increase the cantrip's range by a number of feet equal to 5 times the total roll.
- Whenever you use a spell of 1st level or higher to restore hit points to one or more creatures, you can expend one or more spellfire dice to cause one of those creatures to regain additional hit points. You roll all the expended spellfire dice and add the total to the number of hit points that creature regains.
- When you roll a saving throw against a spell, you can use your reaction to expend one or more spellfire dice and gain advantage on that saving throw. If you succeed, you roll all the expended spellfire dice and gain a number of temporary hit points equal to half the total.

Expending Multiple Spellfire Dice. At 1st level, the maximum number of spellfire dice you can expend each turn is equal to your proficiency bonus. When you expend spellfire dice, your eyes shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you expend 4 or more spellfire dice at once, these radii are doubled.

Whenever you expend 2 or more spellfire dice in a single turn, you must make a Constitution saving throw against a DC equal to 15 + the number of spellfire dice expended. If you fail, you and any creatures within 10 feet of you take force damage equal to your sorcerer level.

Inner Warmth. As long as you have at least one unexpended spellfire die remaining, you are considered naturally adapted to cold climates, and you have the ability to start fires with a touch of your hand. As an action, you can magically ignite a flammable object you touch.

Maximum Spellfire Dice. As your level increases, the

number of spellfire dice you get when you finish a long rest does not increase, but you develop alternate ways of gaining them. The maximum number of spellfire dice you can have at once is equal to your proficiency bonus + your Constitution or Charisma modifier (your choice). Any spellfire dice you gain in excess of this amount are lost.

PROTECTION AND ABSORPTION

1st-level Spellfire Wielder feature

When you take cold or fire damage, or damage from a spell or ranged weapon attack, you can use your reaction to raise a barrier of consuming flame, gaining resistance against that damage. If the damage is from a spell, you can choose to absorb it instead of raising a barrier. If you do so, you do not gain resistance to the damage, but you gain a spellfire die instead.

You can use your reaction in this way a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL RAW MAGIC

6th-level Spellfire Wielder feature

You learn other ways to expend and gain (or regain) spellfire dice, as follows:

- You can expend one or more spellfire dice to gain a flying speed equal to your walking speed. This lasts for a number of minutes equal to the total rolled on all the expended spellfire dice.
- When you cast any spell of 1st level or higher from your Spellfire Magic feature, you can cast it by expending a spell slot as normal or by expending a number of spellfire dice equal to half the spell's level (rounded up). If you cast the spell using spellfire dice, it requires no verbal or somatic components, and it requires no material components unless they are consumed by the spell.
- You can expend one spellfire die to gain 1 sorcery point.
- You can spend 2 sorcery points to gain one additional spellfire die.
- Whenever you use a spell slot or spellfire dice to cast a spell that can interfere with another spell – such as *counterspell* or *dispel magic* – if that spell succeeds in ending or preventing one or more spell effects, you gain 1 spellfire die.

SPELLFIRE MASTERY

14th-level Spellfire Wielder feature

Your powerful mastery of spellfire grants you resistance to cold and fire damage for 1 minute after you cast a spell using a spell slot or spellfire dice. If that spell deals fire damage, each creature damaged takes

additional fire damage equal to your Charisma modifier (minimum 1).

CROWN OF FIRE

18th-level Spellfire Wielder feature

You can manifest the legendary crown of fire. As a bonus action, you magically wreath your head in a halo of spellfire that radiates heat and light. For 1 minute, you gain resistance to all damage from spells, and to cold, fire, radiant, and necrotic damage from any source. For the same duration, you shed bright light in a 100-foot radius and dim light for an additional 100 feet, and gain a fly speed of 40 feet. You can hover when flying with this feature.

Once you use this feature, you cannot do so again until you finish a long rest.

NEW SPELLFIRE WIELDER SPELLS

CHAINS OF FIRE

4th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a snakeskin drenched in lamp oil)

Duration: 1 minute

Fiery serpents wrap around your foes and drag them together, holding them close and sowing anxiety about the notion of being separated. Choose one or two targets within range. If you choose two targets, each must be within 15 feet of the other. Each target makes a Dexterity saving throw. Each target takes 7d6 fire damage on a failure, or half as much damage on a success. If there was only one target, the spell ends after the saving throw resolves. If there were two targets, whether their saves succeeded or failed, you can move each one up to 5 feet into an unoccupied space that is closer to the other one. The next time before the duration ends that the two targets are more than 15 feet away from each other, each of the two immediately takes 4d6 psychic damage, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the fire damage and psychic damage both increase by 1d6 for each slot level above 4th.

EYES ABLAZE

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

Your eyes erupt with fiery radiance, sending rays of blazing fury toward one or two creatures within range. Each target must make a Constitution saving throw. On a failed save, the target takes 1d6 radiant damage. If that creature has previously taken fire damage this turn, it takes 1d8 radiant damage instead, and you can push it up to 5 feet away from you if it is Large or smaller.

The spell creates more than one ray when you reach higher levels: three rays at 5th level, four rays at 11th level, and five rays at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

DRAGONFLAME MANTLE

2nd-level abjuration

Casting Time: 1 reaction, which you take when an attack would hit you

Range: Self

Components: V, S, M (a red dragon scale)

Duration: Concentration, up to 1 minute

You ward yourself with a fiery mantle that consumes ranged attacks and punishes melee attacks. You either reduce the triggering attack's damage by an amount equal to 1d4 + your spellcasting ability modifier (if it is a ranged attack) or deal fire damage to the attacker equal to 1d4 + your spellcasting ability modifier (if it is a melee attack).

Until the spell ends, whenever a ranged attack would hit you, you can use your reaction to reduce the damage you take from the attack. The damage is reduced by an amount equal to 1d4 + your spellcasting ability modifier.

If you reduce the damage from a ranged attack to 0 with this spell, the projectile is either consumed by flame (if it is ammunition) or it is slowed down by your aura so much that it falls at your feet (if it is a weapon).

For the same duration, whenever a creature hits you with a melee attack, you can use your reaction to make a melee spell attack against that creature. On a hit, the target takes fire damage equal to 1d4 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of damage you either prevent or inflict each time is increased by an additional 1d4 for each spell level above 2nd.

PRIME THE FIRE

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of bat guano rolled inside a ball of red clay)

Duration: Instantaneous

A point you choose within range explodes into a ring

of flame that washes over foes and then subsides, but flares to life again if the enemy acts in hostility. Each creature of your choice in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A target takes 6d8 fire damage on a failed save, or half as much damage on a successful one. After a target fails its saving throw, if it makes an attack roll or forces another creature to make a saving throw before the end of its next turn, it takes an additional 4d8 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage and radiant damage both increase by 1d8 for each slot level above 3rd.

Jeremy Forbing

Of those who know of spellfire, most believe the legend that only one person in all Faerûn is gifted with it at a time. In the past century, gossip identified that one person as Shandril Shessair, an orphaned kitchen-maid from a tavern in Highmoon of Deepingdale. Shandril seems to have inherited the power from her mother, the incantatrix Dammasae. For this, she was hunted by a hundred mages—Zhentarim and Thayans and Cult of the Dragon and independents—all slaughtering each other along the way in their ruthless pursuit of her power.

In fact, however, texts in libraries from Candlekeep to Ylraphon to Perpustakaan tell of multiple wielders existing at once. History speaks of Haclam Sunderstone, a ranger in the early Sword Coast who stood alone against an orc horde pouring south past the Coldwood, until there was nothing left of them but smoke and scorch-marks upon the land. In the 1300s, the sage Baerendtia Riverhand of Sperndelzyon, herself a spellfire wielder living in hiding, wrote that “A mage hiding in the Border Kingdoms possesses true spellfire, and a cruel and arrogant noble of Chessenta, and the wizard R—but I’m sure you grasp my point.”



TWINNED ORIGIN

You were born as a twin, connecting you with another person in more than just time and space. Your connection with this person reaches beyond the physical, manifesting into the mental and magical realms of unbreakable bonds.

This origin is intended to be played by two players in an adventuring party, with both sorcerers reaping the benefit of playing the same origin. However, we've included mechanics that can "transfer" the effect to a non-sorcerer within the group.

TWINNED SORCERER MARKS

Your unique bond with your twin manifests in unusual marks on your person.

d6 Mark

- 1 Your irises are two different colors.
- 2 Your skin is marbled and has patterns shared by your twin
- 3 You can only grow hair on one half of your body.
- 4 You have a birthmark on your body that glows when you're close to your twin.
- 5 Your eyes are abnormally large and creatures can easily see their reflections in them
- 6 Choose any two marks.

TWINNED MAGIC

1st-level Twinned Origin feature

When you take this origin, you gain knowledge of certain spells. You learn additional spells when you reach certain levels in this class, as shown on the Twinned Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level.

TWINNED SPELLS

Sorcerer Level Spells

1st	<i>beast bond, ceremony</i> ^{XGE}
3rd	<i>mirror image, share history</i> *
5th	<i>life transference</i> ^{XGE} , <i>twinned attack</i> *
7th	<i>locate creature, Mordenkainen's private sanctum</i>
9th	<i>dream, break bond</i> *

FORGED BOND

1st-level Twinned Origin feature

You have learned to form close, twin-like bonds with other people, though the connection is never quite the same as with your twin. Over a long rest, you can form a "lesser bond" with another creature, temporarily severing your magical connection with your twin and gaining minor versions of the benefits possessed by your bonded creature. If you choose to break this lesser bond (no action required), you automatically regain your greater bond with your twin and cannot form another lesser bond for 7 days. Bonds are also broken when either creature dies, but greater bonds are restored automatically in the event of resurrection or reincarnation.

ETERNAL BOND

1st-level Twinned Origin feature

Your greater bond with your twin awakens magical benefits that empower your spellcasting. While bonded, you and the creature you're bonded to gain the following benefits, depending on the nature of the bond.

- You know the exact location of each other as long as you are on the same plane (lesser bond: within 60 miles) and can read each other's surface thoughts and feelings (cannot read surface thoughts and feelings with a lesser bond).
- You each gain an additional 10 feet of movement speed (5 feet for a lesser bond), when you or your bonded creature are moving toward each other.
- You have a shared pool of resources equal to the higher proficiency bonus between the two bonded creatures (half the higher proficiency bonus for a lesser bond). While you're within 120 of each other, either bonded creature can use these resources to power its class features (sorcery points, ki points, inspiration dice, etc.), generating one point or die for each point in the pool. The pool replenishes when both creatures complete a long rest.

SHARED PROFICIENCY

6th-level Twinned Origin feature

You have learned to communicate your expertise to your twin even if you are not together. While you are on the same plane as your bonded creature (60 miles for lesser bond), either creature can expend a use of their Eternal Bond pool to gain proficiency in a skill or tool proficiency the other creature has. If both bonded creatures are proficient in the same skill or tool, you can instead expend the use of Eternal Bond to gain expertise in the skill. This effect lasts for 1 hour.

ONE LIFE, TWO MINDS

14th-level Twinned Origin feature

You have learned how to merge your health and wellbeing with your twin. While you and your bonded creature are within 60 feet of each other, you can share your collective hit points, adding your totals together. When either of you takes damage, the shared number of points is reduced, with each creature taking half the damage. If both creatures take damage from an area of effect spell or ability, the damage only triggers once. While at least 1 hit point remains of your collective hit points, neither creature can go unconscious as a result of dropping to 0 hit points. When the shared points are reduced to 0, both creatures fall unconscious and incur 1 failed death saving throw each.

OVERFLOWING BOND

18th-level Twinned Origin feature

You have learned to maximize your shared resources through communal meditation and a deeper familiarity. Your Eternal Bond resource pool increases by 1. During a short rest, if both you and your bonded creature spend the rest in meditation, you regain half your expended uses of Eternal Bond.

NEW TWINNED ORIGIN SPELLS

BREAK BOND

5th-level abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a shattered mirror)

Duration: Instantaneous

You momentarily see all spectral connections between creatures and aim to sever one with an ethereal knife. You target all summoned creatures within range. Each creature must succeed on a Charisma saving throw or become unsummoned. For each creature that fails the saving throw, you gain temporary hit points equal to your spellcasting ability modifier.

SHARE HISTORY

2nd-level divination

Casting Time: 1 action (ritual)

Range: Touch

Components: V, S, M (a ribbon)

Duration: 1 hour

You wrap a ribbon around yours and another creature's wrist, gaining insight into each other as though you grew up together. If the creature is unwilling, they must succeed on a Wisdom saving throw to resist the connection. For the duration, you have an intimate knowledge of each other's history, preferences, dislikes, fears, and personal struggles, and can predict each other's needs, wants, and actions with reasonable accuracy without needing to communicate. When the

spell ends, the creature is aware of the connection and all information that was shared.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled.

TRANSFER SENTIENCE

9th-level transmutation

Casting Time: 1 action (ritual)

Range: Touch

Components: V, S, M (a sapphire worth at least 1,000 gp, which is consumed)

Duration: Until dispelled

You are able to transfer a creature's sentience into another creature or object. As an action, you touch two willing creatures or one creature and one object. As long as the target(s) were alive within the last minute and you can touch even an infinitesimal piece of them, their consciousnesses are switched. The target's game statistics, but not their mental ability scores, are replaced by the statistics of the chosen creature. It also retains its alignment and personality and does not revert when they are reduced to 0 hit points. If a creature transfers its consciousness to an item, that item becomes a sentient item and is able to use its inherent abilities. As long as both targets meet the criteria, this spell can be ended as an action, switching the consciousnesses back. Otherwise, this spell can only be dispelled by a *wish*, and is not affected by *remove curse*, an anti-magic zone, or *dispel magic*.

TWINNED ATTACK

3rd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a wishbone)

Duration: Concentration, up to 1 minute

You target a creature you can see within range, forming an inverse bond with them and your allies in a web of shimmering darkness. The target must succeed on a Charisma saving throw or suffer the effects of this spell. For the duration, when the target takes damage from one of your spells, each ally within 5 feet of that creature can use its reaction to make a melee weapon attack against the creature. The target can repeat the saving throw at the end of their turn, ending the effect on themselves on a success.

At Higher Levels. When you cast this spell at 6th level or higher, you can target an additional creature for every three levels above the 3rd.

Ryan Langr



VAMPIRE BLOODLINE

Despite the stagnant and ageless nature of undeath, many of those so inflicted are still bound to the living, bound to the essence of life. They hunger for what was lost: lichens and nightwalkers consume souls, wraiths and wights drain vitality, ghouls and ghosts devour flesh, and vampires in all their myriad forms crave blood – for there is power in blood.

Both sorcerers and vampires draw from this source. For sorcerers, it is a connection to the Weave and the expression of their magic; it is the center of who they are and what they may become. For vampires, it is the fuel for their dark abilities and the object of their endless thirst. It is the burden of their undying existence.

A sorcerer's blood is said to be quite pleasing to vampiric entities, with each sorcerous origin having a distinct flavor. And, for a sorcerer, the unnatural vitae of a vampire can strengthen, albeit temporarily, the magic within their veins. The relationship of sorcerer and vampire has long been a shifting dance of predator and prey, with each seeking the other to draw out and use the anima within.

When brought together, when bound in unearthly splendor, a vampiric being rises from the union, unburnt by the sun, unhindered by running water, capable of calling forth undead powers with its sorcerous magic. They gain access to the strengths of undeath and their weaknesses are diluted, mitigated by their innate link to the Weave.

SOURCE OF VAMPIRIC BLOOD

d6 Source

- 1 One of your parents was a dhampir.
- 2 A vampire lord fed you its blood.
- 3 You came into contact with a vampiric relic, such as the *Sword of Kas*, *Gulthias Staff*, or *Libram of Souls and Flesh*, and it changed you.
- 4 You were a sorcerer of a different bloodline who sought to awaken more of your ancestry by consuming vampiric blood. It didn't turn out as expected.
- 5 You transgressed against a planar power and were cursed to forever feed on the blood of the living.
- 6 You were once a true vampire, but an unsuccessful attempt to raise you from undeath changed you.

VAMPIRIC MARK

Those who are infected with the vampiric essence of undeath exhibit physical manifestations of this corruption of unlife.

d6 Mark

- 1 You have long, sharp canines.
- 2 Your eyes glow a deep crimson, especially after you have fed on blood.
- 3 You don't cast a reflection.
- 4 Shadows deepen around you.
- 5 You smell of damp earth.
- 6 You are icy cold to the touch.

VAMPIRIC MAGIC

1st-level Vampire Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Vampiric Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an enchantment or a necromancy spell from the sorcerer, warlock, or wizard spell list.

VAMPIRIC SPELLS

Sorcerer Level Spells

1st	<i>beast bond, speak with animals</i>
3rd	<i>beast sense, enthrall</i>
5th	<i>empower creatures of the night*, vampiric touch</i>
7th	<i>dominate beast, vampiric mist*</i>
9th	<i>danse macabre, drain life*</i>

VAMPIRIC TRAITS

1st-level Vampire Bloodline feature

The vampiric blood within you grants you the following hindrances and abilities:

- You gain darkvision out to a range of 60 feet. If you already have darkvision from another source, its range increases by 30 feet.
- You can drain blood and life energy from a willing creature, or one that is grappled by you, incapacitated, or restrained. Make a melee attack against the target. Your fanged bite is a natural weapon, which counts as a simple melee weapon with which you are proficient. You add your Constitution modifier to the attack and damage rolls when you attack with your bite. If you hit, you deal 1 piercing damage and 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain any lost hit points equal to that amount. The reduction lasts until the target finishes

a long rest. The target dies if this effect reduces its hit point maximum to 0. However, if you go for 7 days without dealing this damage, your hit point maximum is reduced by 1d6 per week. This reduction can't be removed until you have used this ability and completed a long rest.

- The damage increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level.
- You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.
- If you enter a location without being invited by one of its occupants, you have disadvantage on attack rolls and saving throws. An occupant is considered to be a creature that can speak a language and has lived in the location for a year and a day. Otherwise, the location can be entered freely.
- You have disadvantage on ability checks while in running water.

DEATHLY NATURE

1st-level Vampire Bloodline feature

Your vampiric power changes your creature type to undead, and grants the following benefits:

- You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
- You have advantage on death saving throws.
- You don't need to eat, drink, or breathe, and you don't age.
- You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.

VAMPIRIC POWERS

6th-level Vampire Bloodline feature

You can use your innate sorcerous magic as a catalyst to awaken vampiric powers. You learn one vampiric power of your choice, which is detailed below. Vampiric powers require sorcery points to use. You learn one additional vampiric power of your choice at 9th, 12th, and 15th level. Each time you learn a new vampiric power, you can also replace one power you know with a different one.

Charming Gaze. You target one humanoid you can see within 30 feet of you as an action and spend 2 sorcery points. If the target can see you, the target must succeed on a Wisdom saving throw against your spellcasting DC or be charmed by you. The charmed target regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favorable



way it can, and it is a willing target for your bite attack. Each time you or your companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 1 hour or until you are killed, rendered unconscious, are on a different plane of existence than the target, or you take a bonus action to end the effect.

When you activate this ability, you can spend additional sorcery points to affect another creature within 5 feet of the first that you can see. You can spend 2 additional sorcery points when you activate this ability to affect another target, up to a maximum of 8 sorcery points spent in this way to affect four additional targets.

Children of the Night. You can spend 4 sorcery points as an action to magically call up to twelve swarms of bats or rats, provided that the sun isn't up. While outdoors, you can call up to twelve wolves instead. The called creatures arrive in 1d4 rounds, acting as your allies and obeying your spoken commands. The beasts remain for 1 hour, until you die, fall unconscious, or until you dismiss them as a bonus action.

When you activate this ability, you can spend additional sorcery points to summon additional creatures. You can spend 2 additional sorcery points when you activate this ability to summon an additional four swarms of bats or rats or four more wolves if you are outdoors, up to a maximum of 8 sorcery points.

Mist Form. If you are attacked while you are below half your hit point maximum, you can spend 4 sorcery points as an action or as a reaction to transform into a

cloud of mist. While in this form, your only method of movement is a flying speed of 10 feet. In this form, you can enter and occupy the space of another creature. You have resistance to nonmagical damage, and you have advantage on Strength, Dexterity, and Constitution saving throws. You can pass through small holes, narrow openings, and even mere cracks, though you treat liquids as though they were solid surfaces. You can't fall, and remain hovering in the air even when stunned or otherwise incapacitated. While in the form of a misty cloud, you can't attack, cast spells, talk, or manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with.. You can remain in this form for up to 1 hour.

The effect ends if you drop to 0 hit points.

Shapechanger. If you aren't in sunlight or running water, you can use your action and spend 3 sorcery points to polymorph into a Tiny bat or Medium wolf. The polymorph lasts 1 hour, and you can end it as a bonus action.

While in bat form, you have the following changes:

- You can't speak.
- Your speed is 5 feet.
- You have a flying speed of 30 feet.
- You have blindsight out to a range of 60 feet.
- You can't use its blindsight while deafened.
- You have advantage on Wisdom (Perception) checks that rely on hearing.

Your statistics, other than size and speed, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you die or are rendered unconscious.

While in wolf form, you have the following changes:

- You can't speak.
- Your speed is 40 feet.
- You have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- You have advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Your statistics, other than size and speed, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you die or are rendered unconscious.

ESSENCE DRINKER

14th-level Vampire Bloodline feature

You learn to steal the life from creatures slain by your spells or blood drain in order to replenish your magic. When you reduce a hostile creature within 10 feet of you to 0 hit points by using either a spell of 1st level or higher or your blood drain feature, you can use your reaction to regain 1 sorcery point. Constructs and undead cannot be affected by this feature.

VAMPIRIC APOSTHEOSIS

18th-level Vampire Bloodline feature

Your sorcerous magic synchronizes with your vampiric blood in such a way that you gain many of the strengths and few of the weaknesses of your vampiric kindred.

You gain resistance to necrotic damage, and you have resistance to bludgeoning, piercing, and slashing from nonmagical attacks. If you start your turn while below half your hit point maximum, you regain 10 hit points if you have at least 1 hit point remaining and aren't in sunlight or running water, unless the damage is radiant or caused by holy water. In addition, when you use your Essence Drinker feature, you regain 3 sorcery points instead of 1.

NEW VAMPIRE BLOODLINE SPELLS

DRAIN LIFE

5th-level necromancy

Casting Time: 1 action

Range: Self (30-foot radius sphere)

Components: V, S, M (blood of a vampire)

Duration: Instantaneous

Your dark magic tears at the life of creatures around you. Each creature within 20 feet of you that is not undead or a construct must succeed on a Constitution saving throw or take 3d8 necrotic damage, half as much on a successful save. Creatures below half their hit point maximum have disadvantage on this saving throw and take an additional 3d8 necrotic damage. You regain any lost hit points equal to half the amount of necrotic damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

EMPOWER CREATURES OF THE NIGHT

3rd-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Your magic imbues your beastly minions with unnatural fervor. Choose a number of nocturnal beasts within 90 feet of you whose total cannot exceed CR 2; e.g., this could be one saber-toothed tiger (CR 2), two giant spiders (CR 1), four swarms of insects (CR 1/2), eight giant owls (CR 1/4) or any combination of beasts of CR 1/4, 1/2, 1, or 2. The chosen creatures gain a bonus to AC, ability checks, attack rolls, and saving throws equal to your proficiency bonus.

At Higher Levels. When you cast this spell using

a spell slot of 4th level or higher, you can imbue an additional number of beasts of any combination, as above, up to CR 1, for each slot above 3rd level.

LARLOCH'S MINOR DRAIN

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A ball of necrotic energy leeches life from a creature. Choose a hostile creature within 30 feet that you can see that is not a construct or undead. It must succeed on a Constitution saving throw or take 1d4 necrotic damage. If you are below half your hit point maximum, you regain hit points equal to the damage dealt.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

VAMPIRIC MIST

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (blood of a vampire)

Duration: Concentration, up to 10 minutes

You transform, along with everything you are wearing and carrying, into a thick, crimson cloud for the duration. The spell ends if you drop to 0 hit points.

While in this form, your only method of movement is a flying speed of 20 feet. You can enter and occupy the space of another creature. You have resistance to nonmagical damage, and you have advantage on Strength, Dexterity, and Constitution saving throws. You can pass through small holes, narrow openings, and even mere cracks, though you treat liquids as if they were solid surfaces. You can't fall and you remain hovering in the air even when stunned or otherwise incapacitated.

A creature that isn't a construct or undead that begins its turn in a space occupied by you must make a Constitution saving throw against your spellcasting DC or take 3d6 necrotic damage, half as much on a successful save. If you are below half your hit points maximum, you regain hit points equal to the damage dealt. The creature's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The creature dies if its hit point maximum is reduced to 0.

While in the form of a misty cloud, you can't attack, cast spells, talk, or manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with.

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

Iam Pace



WILDHEART BLOODLINE

The raw power of nature flows through your body. You feel a connection beyond yourself that leads back to places where the wild world is strongest. Perhaps one of your ancestors had a fateful meeting with a dryad or you drank deeply of a sticky sap that contained ancient memories. No matter how you came to these powers, you must struggle to contain and control them before they consume you.

WILDHEART BLOODLINE ORIGINS

d6 Origin

- 1 You drank a potion offered to you by a strange old man with pink hair. Thinking back on it, you're pretty sure he was a fey.
- 2 After having been inflicted with a grievous wound as a child, dryads bathed you in a mystical sap to heal your wounds; it left you forever changed.
- 3 A splinter from a once-great tree rests within your body. That tree, now long gone, has bestowed upon you a measure of its remaining power.
- 4 The ancient power of the forest in which you were raised has enriched your being with its energy.
- 5 Your mother was a great and powerful druid; the power within her has awakened inside you.
- 6 For the actions of your ancestors, a great curse has befallen your line. You are the first who has decided to make peace with your curse.

ANCIENT MIND

1st-level Wildheart Bloodline feature

When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

OF BARK AND ROOT

1st-level Wildheart Bloodline feature

When you aren't wearing armor, your Armor Class equals 14 + your Dexterity modifier. As a bonus action, you can give yourself resistance to nonmagical bludgeoning, piercing, or slashing damage until the start of your next turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

CHAOTIC CORRECTION

6th-level Wildheart Bloodline feature

When a creature within 60 feet of you that you can see is about to roll with disadvantage, you can spend 1 sorcery point and use your reaction to remove disadvantage from the roll, allowing them to roll normally. This reaction only works if disadvantage was imposed by a source other than the target itself.

You can spend 1 additional sorcery point to redirect the disadvantage to a creature you can see within 60 feet. The next time that creature would make an attack roll, ability check, or saving throw, they roll it with disadvantage.



SONG OF THE WOOD

14th-level Wildheart Bloodline feature

You have connected deeply to the spirit of the wood inside you. When you use the bonus action from Of Bark and Root, you can move before and after using the feature.

DRINK DEEPLY

18th-level Wildheart Bloodline feature

You can draw in power from the life force around you to heal your wounds. When you are reduced to 0 hit points, you can spend a number of sorcery points up to your Charisma modifier to target that many creatures within 30 feet of you. Each creature must make a Constitution saving throw against your spell save DC or take 8d8 necrotic damage, half as much on a successful saving throw. After this damage is dealt, you heal for the lowest amount done to any single creature. You cannot use this ability again until you finish a long rest.

NEW WILDHEART BLOODLINE SPELLS

AREA OF BALANCE

6th-level abjuration

Casting Time: 1 action

Range: Self (30-foot radius sphere)

Components: V, S

Duration: Concentration up to 1 minute

A field of balancing natural magic flows out in a 30-foot radius around you. Creatures within this radius cannot benefit from advantage or disadvantage while inside the area. As soon as a creature starts its turn in the area, or passes through it on their turn, they are under the effect of the spell. These effects persist until the end of their turn even if they leave the area. As a bonus action on your turn, you can single out one creature within the radius of the spell. That creature must make a Charisma saving throw against your spell save DC or they are unable to apply any bonuses to their next ability check, attack roll, or saving throw.

CRAWLING ROOTS

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A small piece of root from a living tree)

Duration: Concentration up to 1 minute

Roots surge under the ground to grasp and protect your allies. When you cast this spell, designate a 30-foot area within the range of the spell. Allies of yours within that

radius are immune to the restrained condition caused by spells or abilities. They also automatically succeed on any grapple escapes made within the area of the spell and gain advantage on any grapple checks they make on other creatures within the area. If a spell or ability would move one of the creatures within the area of the spell, these effects automatically fail. As a bonus action on your turn, you can move the area anywhere within 60 feet of you.

GROUPING ROOTS

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A small piece of root from a living tree)

Duration: Concentration up to 1 minute

Roots surge under the ground to grasp and protect your allies. When you cast this spell, designate a 20-foot area within the range of the spell. Allies of yours within that radius are immune to the restrained condition caused by spells or abilities, and they also have advantage on attempts to escape a grapple. If a spell or ability would move one of these creatures outside of the area of the spell, the creature is instead pulled back to the closest square within the area.

RESTORE PLANT

1st-level conjuration

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

When you touch a plant creature, it regains 2d8 + your spellcasting ability modifier hit points. This spell also heals damage to other plant life as long as the damage is not magical in nature. This spell can restore up to 10 by 10 feet of plant material to a lush state. If used on a plant larger than this, the regenerating effect fails to activate.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st and the spell restores another 10 feet of material.

Isaac May

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2ND LEVEL

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5TH LEVEL

Greater Dispel Magic 9

Spidersilk Slash 43

BARD

CANTRIP

Teleport Object 61

2ND LEVEL

Critical Miss 24

Discombobulate 24

Move Through Matter 39

Waking Nightmare 58

3RD LEVEL

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4TH LEVEL

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2ND LEVEL

Aura of the Grave 47

Enlarge Arms 41

4TH LEVEL

Chaos Walking 6

Control Undead 47

Greater Bane 24

Summon Spectral Minions 39

Thunderous Reprisal 44

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Greater Dispel Magic 9

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6TH LEVEL

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1ST LEVEL

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4TH LEVEL

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Thunderous Reprisal	44
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5TH LEVEL

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Greater Dispel Magic	9
Percussive Counterspell	10
Shattered Time	15
Spidersilk Slash	43
Susceptibility	24
The Raven Queen's Breath	66

6TH LEVEL

Borne on Black Wings	65
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WIZARD

CANTRIP

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Larloch's Minor Drain	85
Teleport Object	61

1ST LEVEL

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2ND LEVEL

Aura of the Grave	47
Ball Lightning	9
Critical Miss	24
Discombobulate	24
Dragonflame Mantle	77
Enlarge Arms	41
Force Hammer	43
Move Through Matter	39
Tomb Skin	48
Waking Nightmare	58

3RD LEVEL

Aegis of Ensnarement	43
Devour Essence	38
Empower Creatures of the Night	84
Forcing Fate	63
Magical Shock	50
Quivaelyn's Persistent Harrier	15

4TH LEVEL

Chains of Fire	77
Control Undead	47
False Information	63
Life Tether	48
Spell Filch	10
Summon Spectral Minions	39
Thunderous Reprisal	44
Vampiric Mist	85

5TH LEVEL

Divining Dart	63
Drain Life	84
Gear Grind	50
Ghostly Possession	38
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Percussive Counterspell	10
Prime the Fire	77
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Susceptibility	24
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6TH LEVEL

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Group Rage	41
Modron Command	50
Step into Order	50
Unshakable	41

9TH LEVEL

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It's said that if you listen very carefully, at the quietest point in the middle of the night, the echoes from clacking

keys can be heard. As it turns out, these legends are true, and the clacking comes from Bryan's keyboard. Between being a programmer during the day, an author at night, a father all the time, and a moderator for the unofficial DMsGuild Discord, it seems like his soul must have been traded in a contract to somehow have more hours in the day than physics would allow. For a preview of what one can do with infernal gifts like these, check out the *Backgrounds of Faerûn* series, *Feats of the Forgotten Realms*, or *Hellbound Heists* on the DMsGuild.

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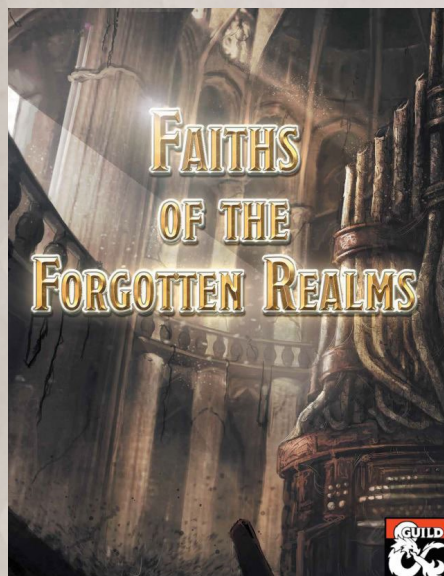
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MICAH WATT

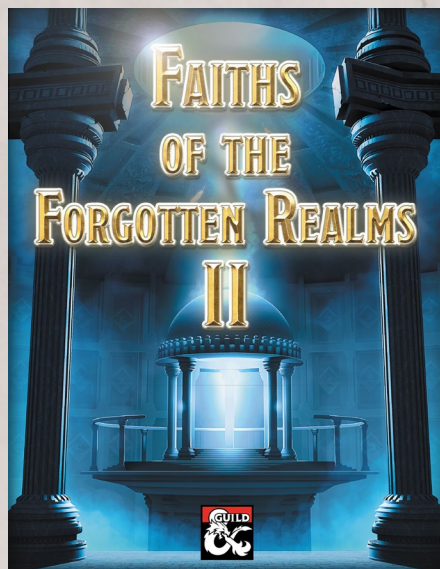
Shrouded in mystery, hidden in darkness, and rumored to be the chosen of Dumathoin (because he started the rumor) Micah is the Owner of Pyromaniac Press, and Platinum Bestselling D&D 5e designer. Known widely for his epic adventure path *What Lies Beyond Reason*, the *Rex Draconis* RPG conversion (of the Richard A. Knaak novels), and the hardcover deity supplements *Faiths of the Forgotten Realms 1 & 2*, you can stalk him at www.pyromaniacpress.com, or on Facebook or Twitter @pyromaniacpress.

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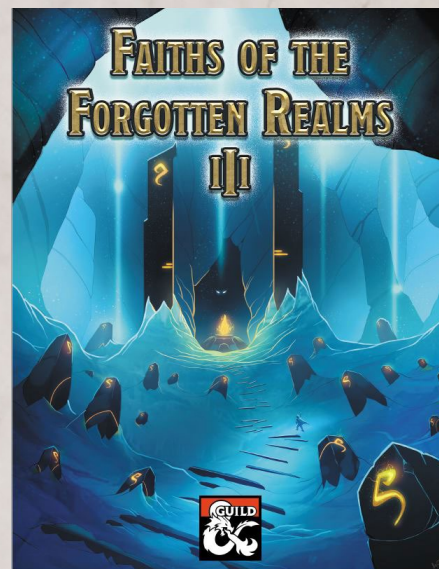
Faiths of the Forgotten Realms provides Cleric Domains and Paladin Oaths for the 50 primary deities of the Faerûnian Pantheon

This volume features more than 100 archetypes, 179 new spells, 28 holy texts, 18 magic items and 13 holy artifacts to bring your faith-inspired adventures to life.



Faiths of the Forgotten Realms 2 provides class archetypes for 50 select deities from the various peoples of the realms.

This volume features 100 archetypes, 105 new spells, 13 holy texts and 22 magic items for faithful characters.



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The Blackstaff's Treasury of Items provides more than 250 magic items including all types of weapons, armor, wands, staves, and miscellaneous items, through to ensemble sets, grafts, tattoos, and infernal war machines!



The Cubonomicon! Tremble in fear at the 32 new Gelatinous Cube varieties presented in this product, ranging from the tiny, fearless CR 1/8 Gelatinous Cubelette through to the devastating CR 20 Cubpocolypse Swarm.