

# SORCEROUS ORIGIN: PRIMAL SONG

A MUSICAL SUBCLASS FOR SORCERERS



BY KAI LINDER



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## INTRODUCTION

Song has always been a fundamental part of the cosmos; the rhythms of change, the harmonies of creation and destruction, the fundamental notes upon which all things material and magical are built upon. Primal Song is the name given to this primeval musical force, and it can provide great power to make and unmake. Bards tap into small portions of the Primal Song in much of their magic, but sorcerers of the Primal Song hold it in their very souls: music and creation incarnate, a willful force that longs to be heard.

As a Primal Song sorcerer, you decide how you acquired your powers. Were you born with them, or did a later event impart them? Consult the Primal Song Origins table for a possible source of your power.

### PRIMAL SONG ORIGINS

#### d6 Origin

- 1 As a child you had an imaginary friend who looked like a satyr or other fey creature, who one day unlocked the music within you.
- 2 You heard an incredible song that resonated with your soul so completely that it's never left you.
- 3 You were born at the height of a celebration or festival to a god of music.
- 4 A portion of the Primal Song was hidden within your soul by a dubious wizard before his experiments were put to an end.
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- 6 You've always been a free and wild soul, distinguishing that song from yourself has never even occurred to you.

The power of Primal Song is not one that can be kept quiet. At your option, you can pick from or roll on the Primal Song Sorcerer Quirks table to create a quirk for your character.

### PRIMAL SONG SORCERER QUIRKS

#### d6 Quirk

- 1 You sing in your sleep.
- 2 Your speech always has a melodic sing-song quality.
- 3 You find silence deeply unsettling, and feel the need to fill it with tunes or rhythms.
- 4 Your voice changes with your mood.
- 5 People around you catch themselves absentmindedly humming or singing more often than usual.
- 6 You can sing perfectly well without air, such as underwater or in a void.

## MUSICAL MAKER

Starting when you choose this origin at 1st level, the music within you makes you a naturally talented musician. You have proficiency in all musical instruments, and can use them as a spellcasting focus for your sorcerer spells.

Additionally, you can use musical instruments to magically perform tasks that would normally require a specific set of artisan's tools, and are treated as proficient in that task while doing so. For example, you can repair metal armor or cook a meal by playing a musical instrument, as long as all other conditions for doing so are met, such as having the appropriate materials, and time.

## SONG OF CREATION

Starting at 1st level, you're able to musically manifest physical objects. You conduct a 1 minute ritual in which you must sing or play a musical instrument to channel the Primal Song. When the ritual finishes, you create a nonmagical item of your choice that appears in an unoccupied space within 5 feet of you. It must be Medium or smaller, and can't have a gp value of more than 10 times your sorcerer level unless it is a musical instrument. The item is completely real and lasts indefinitely. Creatures touching the item hear faint music that's both familiar and unplaceable.

Once you create an item with this feature, you can't do so again until you finish a long rest, unless you spend 3 sorcery points to use this feature again.

The size of the item you can create with this feature increases by one size category when you reach 6th level (Large) and 14th level (Huge).

## SYMPHONY OF DESTRUCTION

At 6th level, manipulating your inherent magic releases echoes of the Primal Song's power to unmake. When you use a metamagic option on a spell, immediately after casting the spell you can release a localised burst of destructive notes against one creature you can see within 30 feet. The creature must succeed on a Constitution saving throw against your sorcerer spell save DC or take 2d6 thunder damage and be blinded and deafened until the start of your next turn.

## BE WHERE SONG IS

At 14th level, you can be wherever sound is. When you hear a sound that originates within 120 feet of you, you can use your reaction and spend 1 sorcery point to teleport to the unoccupied space nearest to that sound's point of origin.

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

## SYMPHONY OF DESTRUCTION

When you reach 18th level, you can release a small burst of raw Primal Song. As an action, you spend 4 sorcery points and emit the primeval rhythms and invigorating melodies of the Primordial Song, audible out to 60 feet. Nonhostile creatures in the music's area regain 4d12 hit points, and any blindness, deafness, or

diseases affecting them end. Hostile creatures in the area must succeed on a Strength saving throw against your sorcerer spell save DC or be pushed 10 feet away from you and knocked prone.

Additionally, plants burst forth or grow more dense in the area of the Primal Song, making it difficult terrain. Nonmagical beasts of CR0 in the area increase their size by one category (for example, from Tiny to Small) and are awakened as per the awaken spell. These effects on beasts and plants last for 24 hours.

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

*She tilted her fire-haired head back, and a sudden rush of music roared from her in waves. The song spoke of making and was more familiar than any song before it. The death knight staggered and was blown back by the primal rhythms. As he fell he saw his hated enemy's wounds knit together, saw plants burst into life at the song's behest, grasping at his ankles. "Time to go!" shouted the ranger from the treeline, and his words twisted in the air and the flaming woman was beside him, waving farewell. "Next time Sarthy!" she sang. "What in the hells was that..." Sarthok grumbled as they vanished. He climbed to his feet and found himself staring at a dog-sized rabbit. "That was THE song buddy," it explained.*

## MAGIC ITEMS

### LEREK'S PROMISE

*Wondrous item, rare (requires attunement)*

*Lerek's Promise* is a unique gusli that belonged to a revered musician named Lerek Happybarrel. It's made from lovingly-carved red cherry wood and bears an inscription in Halfling that reads "Through sweat of brow and blood of finger, your promise now sings for all to hear. You are our pride forevermore."

**Sentience.** *Lerek's Promise* is a sentient neutral good instrument with an Intelligence of 10, a Wisdom of 13, and a Charisma of 17. It has hearing and normal vision out to a range of 60 feet. The instrument can communicate telepathically with its wielder.

**Personality.** Lerek worked hard to realise their potential through passion and hard work, and this spirit imprinted on their instrument when they died. *Lerek's Promise* seeks to inspire the same fulfillment in others, doing its best to provide inspiration and encouragement. It also enjoys jokes, misses food, and has no tolerance for laziness or quitting.

**Spellcasting.** While attuned to this gusli, you can use it to cast *guidance* at will. Additionally, you can use an action to cast the following spells: *calm emotions*, *enhance ability*, *enthrall*, *heroism*. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn.

### STRINGS OF THE FIRST DAY

*Wondrous item, very rare (requires attunement)*

This ancient lyre harp is simple and unadorned, and looks far too old and beaten to be playable. However, its empyrean-hair strings dance with ease beneath a musician's fingers, producing heartbreakingly beautiful music like no other.

**Evoke Emotion.** You can spend 5 minutes playing a special magical song that only one creature of your choice within 30 feet can hear. If the target listens for the full duration, when the song finishes it must succeed on a DC 17 Charisma saving throw. On a failed save, the song evokes powerful feelings and emotions that fill their mind for the next 24 hours, becoming their primary motivator. Roll a d4. On a result of 1, the creature is filled with anger or indignation, on a result of 2 they're filled with fear or insecurity, on a 3 they're filled with sorrow or loneliness, and on a 4 they're filled with joy and confidence.

**Reliable Beauty.** While attuned to this instrument, whenever you make a Charisma (Performance) check with it, you can treat a d20 roll of 9 or lower as a 10.

**Spellcasting.** The lyre has 8 charges, and regains 1d6+1 charges daily at dawn. You can use an action and expend one or more charges to play the instrument and cast one of its spells: *awaken* (5 charges), *fabricate* (4 charges), *dawn* (5 charges), *daylight* (2 charges), *lesser restoration* (2 charges), *planar ally* (6 charges), *purify food and drink* (1 charge), *skywrite* (1 charge). The spells have a save DC of 17.



## CREDITS

**Cover Art:** Kredinca (Twitter: [@Lost\\_Krendel](#))

**Cover Layout:** Bethany Bracken

(Twitter: [@BethanyDnD](#))

### SOUNDS OF THE PRIMAL SONG

The Primal Song is based on the musicality of nature and how it speaks to our emotions and behaviour. How this manifests is impossible to pin down, but here's some examples that inspired me:

Nature: <https://www.youtube.com/watch?v=1HQZKjlxct8>

Galactic <https://www.youtube.com/watch?v=lzeJq3CbiZM>

Life: <https://www.youtube.com/watch?v=aL8kZ-iVv90>

Destruction: <https://www.youtube.com/watch?v=h2LG7JXK5mQ>