

Arcane Bloodline

You are saturated with arcane power, granting you an inherent talent for the manipulation of magic. You may be descended from powerful wizards, archmages whose arcane mastery was so great it became infused into their bloodline, or you may have somehow become entangled with the Weave. Regardless, you are the envy of wizards and sorcerers alike.

Arcanist Spells

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Arcanist 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 wizard spell list.

Arcanist Spells

Sorcerer Level	Spells
1	<i>detect magic, magic missile</i>
3	<i>levitate, enhance ability</i>
5	<i>dispel magic, counterspell</i>
7	<i>arcane eye, banishment</i>
9	<i>scrying, Bigby's hand</i>

Arcane Reservoir

At 1st level, as an action, you can draw from the deep well of arcane energy within you, allowing you to recover expended spell slots. The spell slots can have a combined level that is equal to or less than one-third of your sorcerer level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 6th-level sorcerer, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

You must complete a long rest before you can use this feature again.

Arcane Surge

Starting at 1st level, you can flood arcane power into a single spell, taking it to its full potential. Once when you make a damage roll with a spell of 1st level or higher, you can deal maximum damage, instead of rolling. You cannot use this feature again until you complete a long rest.

Metamagic Savant

At 6th level, you develop into a prodigy in the manipulation of spells. You learn two additional Metamagic options from the Metamagic list, and you are no longer limited to using one Metamagic option per spell.

Consume Spell

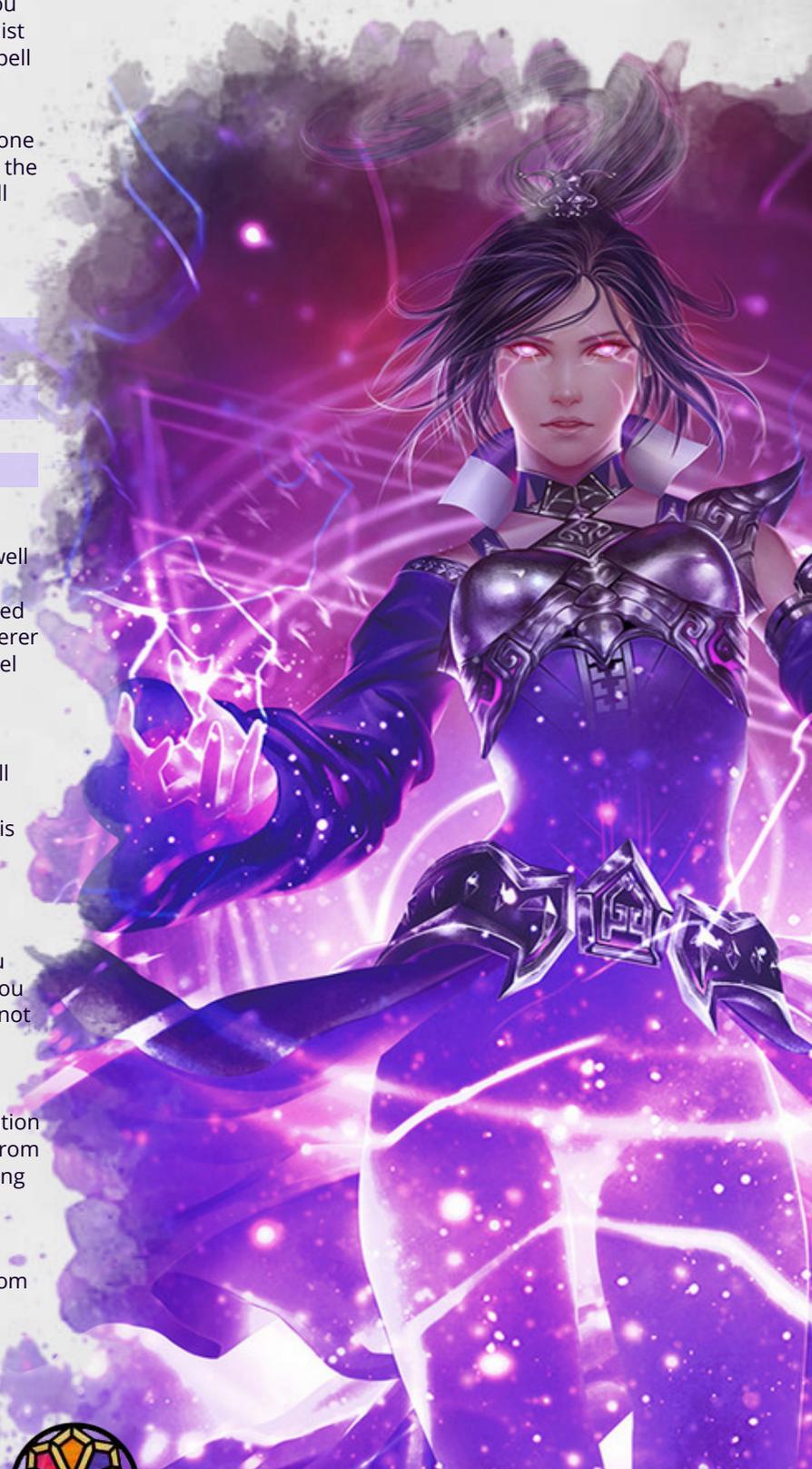
At 14th level, you are able to steal the arcane energy from a caster's spell and use it for yourself. When you cast

counterspell or *dispel magic* on a spell, and the target spell fails, you gain a number of sorcery points equal to the level of the spell you countered or dispelled, up to your maximum.

Arcane Apotheosis

At 18th level, you call powerful magic from deep in your bloodline's history. You can spend 10 sorcery points to cast a spell of 8th level or lower from the wizard or sorcerer spell list, with its normal casting time and components, even if it is not one of your spells known.

You cannot use this feature again until you complete a long rest.





In addition, you learn the *produce flame* cantrip. This is a sorcerer cantrip for you, but does not count against your sorcerer cantrips known.

Infernal Spells

Sorcerer Level	Spells
1st	<i>charm person, hellish rebuke</i>
3rd	<i>scorching ray, suggestion</i>
5th	<i>bestow curse, fireball</i>
7th	<i>charm monster, fire shield</i>
9th	<i>infernal calling, immolation</i>

Devil's Tongue

At 1st level, you gain proficiency in the Deception and Persuasion skills. Before you roll to make a Persuasion or Deception check to convince a creature of something, you can first force the creature to make a Wisdom saving throw. If the creature fails, you have advantage on the Deception or Persuasion check, and the creature is charmed by you for a number of minutes equal to your Charisma modifier, or until you or your companions do anything harmful to it. The creature has advantage on this saving throw if it is hostile to you. Afterwards, it can make an Intelligence check against your spell save DC, and knows it was charmed by you on a success.

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

Devil's Sight

At 6th level, you gain darkvision with a range of 60 feet, or an additional 30 feet if you already have darkvision. Magical darkness doesn't impede your darkvision.

Infernal Resilience

At 6th level, you gain resistance to fire damage. If you were already resistant to fire, you instead gain resistance to poison or cold damage (your choice).

Diabolic Form

Starting at 14th level, you can use a bonus action to take on the physical characteristics of a devil. You sprout horns and a barbed tail, and your hands become claws. You also develop large, bat-like wings, granting you a flying speed equal to your walking speed.

When you take on this form, you can choose whether you manifest all of the characteristics or merely some of them. This form lasts until you're incapacitated, you die, or you dismiss it as a bonus action.

Deal With the Devil

Starting at 18th level, your words carry a magical weight that spells disastrous consequences for those who break your agreements. When you charm a creature with your Devil's Tongue feature after convincing it to carry out or avoid a certain action, you can spend 5 sorcery points to cause the effects of a 5th-level *geas* spell on the target. The instructions you give with this spell are whatever you convinced the target to do or not do.

Infernal Bloodline

Whether it was a warlock's pact or a tryst with a succubus, one of your ancestors has forever entangled your family's fate with the Nine Hells. Whether or not you are visibly marked as a tiefling, blood of infernal taint undoubtedly flows through your veins, granting you a silver tongue and unholy powers.

Infernal Magic

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Infernal 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 evocation spell from the sorcerer, wizard or warlock spell list.



Abyssal Bloodline

Demons are chaotic evil incarnate, coming in all manner of horrible shapes and sizes. The stink of the Abyss is on your bloodline, imbuing you with its terrible power - *if* you can control it.

Abyssal Spells

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Abyssal 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 transmutation or conjuration spell from the sorcerer, wizard or warlock spell list.

Abyssal Spells

Sorcerer Level	Spells
1st	<i>cause fear, wrathful smite</i>
3rd	<i>alter self, enlarge/reduce</i>
5th	<i>summon lesser demons, haste</i>
7th	<i>summon greater demon, blight</i>
9th	<i>contact other plane, cloudkill</i>

Demonic Manifestations

Starting at 1st level, as a bonus action, you can manifest the chaos of the Abyss through your body. You gain temporary hit points equal to twice your sorcerer level, and you roll a d12 to gain a random Demonic Manifestation, as seen on the Demonic Manifestations table. You may instead spend 3 sorcery points to choose from the list.

You can gain two manifestations when you use this feature starting at 9th level, and three when you use it starting at 17th level. If you are choosing from the list instead of rolling, you must spend an additional 3 sorcery points for each manifestation you choose.

If you already have active manifestations and use this feature, your previous manifestations are replaced.

You can use your Charisma modifier for attack and damage rolls with any natural weapons you may gain using this feature. If a manifestation forces a creature to make a saving throw or escape check, the DC is your spell save DC. Demonic Manifestations disappear after a number of minutes equal to your Charisma modifier.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you complete a long rest. As an action, you can regain an expended use by spending 2 sorcery points or expending a spell slot.

Abyssal Assault

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action using only natural weapons granted by your Demonic Manifestations. In addition, your natural weapons count as magical for the purpose of overcoming resistance and immunity to non-magical damage.

Demonic Resilience

Starting at 14th level, when your Demonic Manifestations are active, you gain resistance to poison damage and resistance to any two of the following damage types: fire, cold or lightning; you also gain advantage on saving throws against being poisoned.

Magic Resistance

Starting at 18th level, when your Demonic Manifestations are active, you have advantage on saving throws against spells and other magical effects.



Demonic Manifestations

d12

Manifestation

1 **Claws.** Each of your hands transforms into a claw, which you can use as a natural melee weapon if it's empty, dealing 1d6 slashing damage on a hit. If you make at least one attack with your claws when you use the Attack action, you can make one additional claw attack as part of the same action.

2 **Fangs.** Your teeth grow into vicious fangs, which are natural melee weapons that deal 1d8 piercing damage on a hit. Once on each of your turns when you damage a creature with this bite, that creature must succeed at a Constitution saving throw or be poisoned until the end of your next turn.

3 **Barbed Tail.** You sprout a tail lined with wicked barbs, which is a natural melee weapon with a 10 foot reach. It deals 1d8 piercing or slashing damage on a hit (your choice).

4 **Slime.** You secrete a slippery, foul-smelling mucus all over your body. Your AC increases by 2, and any creature that touches you for the duration takes 1d6 acid damage.

5 **Acid Bile.** You are able to projectile vomit acidic bile as an action. All creatures in a 15-foot cone must succeed at a Dexterity saving throw or take 2d6 acid damage, or half as much damage on a success. This damage increases to 3d6 at 6th level.

6 **Fetid Cloud.** Noxious green gas extends from your body in a 10-foot radius. Any creature that starts its turn in this area, other than yourself, must succeed at a Constitution saving throw or be poisoned until the end of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

7 **Horns.** You grow wicked horns from your head (if you already have horns, they become larger and sharper). These are natural melee weapons that deal 1d6 piercing damage. Once on your turn, if you move at least 30 feet toward a target and hit it with your horns on the same turn, it takes an additional 2d6 piercing or bludgeoning damage (your choice).

8 **Tentacles.** You sprout up to three writhing tentacles, which are natural melee weapons with a 10 foot reach. A creature hit by one of these tentacles takes 1d6 bludgeoning damage, and must succeed at a Strength saving throw or be restrained until it can use its action to escape. You cannot attack with a tentacle while it is restraining a creature, but you can move a restrained creature 5 feet within your reach, in place of an attack.

9 **Pincers.** Your hands become monstrous pincers, which are natural melee weapons. A creature hit by a pincer takes 1d10 bludgeoning damage and is grappled until it can use its action to escape.

10 **Hooves.** Your feet become great cloven hooves, which are natural melee weapons. A creature hit by one of these weapons takes 1d10 bludgeoning damage and must succeed at a Strength saving throw or be pushed back 5 feet and knocked prone.

11 **Spider Legs.** Spidery legs sprout from your body, allowing you to climb difficult surfaces, including upside-down on ceilings, without having to make an ability check.

12 **Wings.** You sprout bat-like wings, granting you a 30 foot flying speed.



Verdant Bloodline

Cool, green nature magic flows through your veins, often manifesting as a crown of leaves, branches or flowers. Perhaps there is a dryad on one branch of your family tree, or perhaps you were blessed by a druid as an infant. Regardless, your connection to plant life defines you.

Verdant Magic

Starting at 1st level, your deep connection with nature allows you to learn spells normally associated with the druid class. When your Spellcasting feature lets you learn 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.

You learn additional spells when you reach certain levels in this class, as shown on the Verdant 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 druid spell list.

Verdant Spells

Sorcerer Level	Spells
1st	<i>entangle, goodberry</i>
3rd	<i>barkskin, healing spirit</i>
5th	<i>plant growth, daylight</i>
7th	<i>guardian of nature, grasping vine</i>
9th	<i>wrath of nature, tree stride</i>

Green Thumb

At 1st level, you gain proficiency in the Nature skill and herbalism kits.

Photosynthesis

Starting at 1st level, your skin takes on a greenish hue. You no longer need to eat food, as long as you spend at least 1 hour a day in direct sunlight, or under the light of a *daylight* spell. When you take a short rest in these conditions and expend Hit Dice to regain hit points, you regain additional hit points equal to your Charisma modifier per Hit Die spent.

Under these conditions, you may also regain sorcery points equal to your Charisma modifier, up to your maximum. You regain use of this feature when you finish a long rest.

Deeply Rooted

Starting at 6th level, as a bonus action, you can sprout mystical roots from your legs, rooting yourself into the ground and drawing on a deep well of natural magic beneath the soil. Your walking speed is reduced to 0, and you cannot be physically moved against your will. The ground in a 10 foot radius around you becomes difficult terrain.

While in this state, you gain resistance to all damage



types except fire damage; you have advantage on Constitution saving throws, and disadvantage on Dexterity saving throws.

In addition, when you restore hit points to a creature while rooted, you may choose to also grant that creature temporary hit points equal to your Charisma modifier.

You can remain rooted for a number of minutes equal to your Charisma modifier, or until you uproot yourself as a bonus action. You can use this feature once, and regain one use upon completing a long rest, or by spending 3 sorcery points.

Rooted Regeneration

Starting at 14th level, if you are rooted in direct sunlight or under the light of a *daylight* spell, you gain temporary hit points at the start of each turn equal to half your sorcerer level, rounded up.

From the Smallest Seed

Starting at 18th level, if you are killed and your body is not completely destroyed, your remains shrink and reform into a seed the size of an acorn. If this seed is planted in healthy soil and watered, it will quickly sprout into a seedling. If the seedling is exposed to direct sunlight or the light of a *daylight* spell for at least one hour, it will rapidly grow during that time into a flourishing tree whose trunk contains your stably unconscious, reborn body. All injuries, scars, lost limbs, etc. will be completely healed, even old ones. Once you have used this feature, you cannot use it again until you have completed a long rest.



Primal Bloodline

Hot, red nature magic flows through your veins, manifesting as a bestial legacy. The blood of wild-shaping druids or mysterious shifters resides within you, granting you ferocious power and an innate connection with wild beasts.

Primal Magic

Starting at 1st level, your deep connection with nature allows you to learn spells normally associated with the druid class. When your Spellcasting feature lets you learn 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.

You learn additional spells when you reach certain levels in this class, as shown on the Primal 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 druid spell list.

Primal Spells

Sorcerer Level	Spells
1st	<i>beast bond, speak with animals</i>
3rd	<i>alter self, beast sense</i>
5th	<i>conjure animals, haste</i>
7th	<i>guardian of nature, polymorph</i>
9th	<i>commune with nature, insect plague</i>

Primal Attunement

At 1st level, you gain proficiency in the Nature and Animal Handling skills.

Primal Senses

At 1st level, you gain the heightened senses of a wild beast. You gain darkvision out to 60 feet, or an additional 30 feet if you already have darkvision, and you become able to identify and track creatures by scent. You can use your Charisma, instead of Wisdom, when making Perception and Insight checks and calculating your passive Perception.

These abilities may be accompanied by the development of animalistic features such as a cat's eyes or a wolf's ears, though this is not always the case.

Primal Evolution

At 6th level, your physical characteristics continue to evolve. Your hit point maximum increases by 6, and increases by 1 again whenever you gain a level in this class. Your walking speed increases by 10 feet, and you gain a climbing and swimming speed equal to your walking speed. You have advantage on Strength and Dexterity checks and saving throws.

Primal Wings

At 14th level, you sprout a permanent pair of majestic wings from your arms or back, granting you a flying speed equal to your walking speed. These wings may take the form of a bird's, a bat's, an insect's, or a pterosaur's.

Primal Instinct

At 18th level, you gain a supernatural instinct to anticipate and avoid danger. When you are attacked by a creature, as a reaction, you can give that creature disadvantage on all attacks against you until the end of its turn. In addition, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.



Fey-Touched Bloodline

Fey whimsy or a tryst in a moonlit grove put the bewitching magic of the Feywild into your family's bloodline. Fey sorcerers are often stunningly, ethereally beautiful, though those descended from hags may find this to be very much not the case. Either way, you are likely ruled by powerful emotions, prone to bouts of ecstatic joy or destructive rage.

Fey Spells

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Fey 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 illusion spell from the sorcerer, bard or warlock spell lists.

In addition, you learn the *vicious mockery* cantrip. This is a sorcerer cantrip for you, but does not count against your sorcerer cantrips known.

Fey Spells

Sorcerer Level	Spells
1st	<i>charm person, faerie fire</i>
3rd	<i>misty step, enthrall</i>
5th	<i>summon fey, hypnotic pattern</i>
7th	<i>charm monster, confusion</i>
9th	<i>seeming, mislead</i>

Fey Glamour

Starting at 1st level, you can innately cloak yourself in beautiful or terrifying illusions. You can cast *disguise self* at will; this spell counts as a sorcerer spell for you, but doesn't count against the number of sorcerer spells you know.

Woodland Stride

You can instinctively flit among trees and shrubs without being seen or heard. Starting at 1st level, you can move through plant-based difficult terrain as though it were normal terrain, and you have advantage on Dexterity (Stealth) checks if you are at least lightly obscured by foliage.

Faerie Dust

At 6th level, you can spend 2 sorcery points to conjure a fistful of faerie dust, a magical substance that befuddles the senses and aids in fairy tricks. This dust can be conjured and blown from the hand as a bonus action, affecting one creature within 10 feet, unless it does not breathe or is immune to being charmed. A creature that inhales faerie dust has disadvantage on the next Wisdom or Charisma saving throw it makes, as well as on Wisdom (Perception) and Wisdom (Insight) checks, for 1 minute.

Evasive Step

At 14th level, when you are hit by an attack, you can teleport to a spot you can see within 30 feet as a reaction, causing the attack to miss. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you complete a long rest.

Soul of the Fey

At 18th level, you become immune to all effects that would charm you, frighten you, or put you to sleep.

In addition, as a bonus action, you can extend an intoxicating aura with a radius of 30 feet. All creatures of the humanoid or beast type of your choice must succeed on a Charisma saving throw when they start their turn in this aura, or be charmed by you as long as they remain there. If you spend 5 sorcery points, you can give all creatures in your aura disadvantage on this save. The aura lasts for 10 minutes or until you end it as a bonus action. You can produce this aura a number of times equal to your proficiency bonus, and regain all expended uses when you complete a long rest.



Vampiric Bloodline

A vampire's bite or the taint of its blood has forever changed you, altering your body and granting you dark and sinister powers.

Vampiric Spells

Starting at 1st level, 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 a necromancy or enchantment spell from the sorcerer, wizard or warlock spell lists.

In addition, you learn the *primal savagery* cantrip. This is a sorcerer cantrip for you, but does not count against your sorcerer cantrips known. When you hit a creature with this cantrip, you can choose to deal necrotic damage, instead of acid damage.

Vampiric Spells

Sorcerer Level	Spells
1st	<i>inflict wounds, charm person</i>
3rd	<i>ray of enfeeblement, enthrall</i>
5th	<i>gaseous form, vampiric touch</i>
7th	<i>charm monster, polymorph</i>
9th	<i>dominate person, negative energy flood</i>

Vampiric Physiology

At 1st level, the cursed blood flowing through your veins manifests in the form of physical strengths and weaknesses. You gain the following features:

- Your hit point maximum increases by 1, and increases by 1 again whenever you gain a level in this class.
- You have darkvision with a range of 60 feet, or an additional 30 feet if you already have darkvision.
- You have resistance to necrotic damage.
- You have disadvantage on Wisdom (Perception) checks that rely on sight when you, or whatever you are trying to perceive, are in direct sunlight.
- Your canines become sharp and fang-like; your bite is a simple natural melee weapon with which you are proficient, and which deals 1d4 damage on a hit. You can use your Charisma modifier, instead of Strength, for attack and damage rolls with this natural weapon. If you have the dhampir's Vampiric Bite feature, you can also use your Charisma modifier, in place of Strength or Constitution, when using the natural weapon that feature grants.
- When you make a Strength check, you can substitute your Charisma modifier instead of Strength.

Vampire's Thirst

At 6th level, when you hit a creature with a melee spell attack, you can also make a bite attack as part of the

same action, which automatically succeeds. You can use any bite natural weapon available to you with this feature.

Hypnotic Stare

At 14th level, your piercing gaze can entrance those vulnerable to your charms. As a bonus action, you can attempt to charm a creature within 30 feet of you that can see your eyes. The creature must succeed at a Charisma saving throw or become charmed by you; while charmed, it cannot move, look away, or take actions or reactions, and attack rolls you make against it have advantage.

The creature can repeat the save at the end of each of its turns; if it succeeds, the effect ends. The effect also ends if the creature cannot see you, or if it takes damage from any source other than you. You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses upon completing a long rest.

Regeneration

At 18th level, your cursed blood will not let you die. As long as you are not in direct sunlight or running water, and are not incapacitated, you gain a number of temporary hit points equal to your sorcerer level at the start of each turn. If you take radiant damage, this trait doesn't function at the start of your next turn.



Undead Bloodline

You are a product of necromancy. You may come from forebears who practiced the forbidden arts, or your very existence may be necromantic in nature, having been raised from the grave, created to serve a lich, or infected by an undead's cursed bite. Regardless, the dark power of death flows through you.

Necromantic Spells

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Necromantic 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 conjuration spell from the sorcerer, wizard or warlock spell lists.

In addition, you learn the *chill touch* cantrip. This is a sorcerer cantrip for you, but does not count against your sorcerer cantrips known.

Necromantic Spells

Sorcerer Level	Spells
1st	<i>bane, inflict wounds</i>
3rd	<i>ray of enfeeblement, gentle repose</i>
5th	<i>animate dead, spirit shroud</i>
7th	<i>blight, phantasmal killer</i>
9th	<i>raise dead, negative energy flood</i>

Chill of the Grave

Starting at 1st level, whenever you deal cold or necrotic damage to a creature, you can force that creature to succeed on a Wisdom saving throw or be frightened of you for one minute. The creature can repeat the save at the end of each of its turns; on a success, the effect ends. You can only affect one creature in this way per turn.

You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses when you complete a long rest. You may also spend 3 sorcery points to regain an expended use as a bonus action.

Death's Gift

At 6th level, the warmth of life begins to fade from your body, causing you to lose some of the weaknesses of living flesh. You gain resistance to cold damage and necrotic damage.

Grasp of the Dead

Starting at 14th level, you can spend between 3 and 7 sorcery points to cause a swarm of skeletal arms to burst from the ground, clawing and grasping. Select a point on the ground that you can see within 60 feet of you. Creatures that start their turn within a 20 foot radius of that point must make a Dexterity saving throw. On a failure, they take 2d6 magical slashing damage, plus an additional 1d6 necrotic damage for each sorcery point you spent above 3, and are restrained; on a success, they take half damage and are not restrained. A creature that

is restrained must succeed on a Strength check at the end of its turn to escape.

The skeletal arms last for 1 minute or until you are incapacitated, and are considered difficult terrain. You can choose to only restrain with this effect, instead of dealing damage.

Undeath's Blessing

At 18th level, you become truly undead, gaining the undead creature type in addition to any other type you have. You no longer age, and you have immunity to necrotic damage, as well as to paralysis and sleep effects. When you are reduced to 0 hit points, you can spend 2 sorcery points to instead be reduced to 1 hit point. You cannot use this feature if you are reduced to 0 hit points by radiant damage, or if your body is completely destroyed, such as by a *disintegration* spell.



Warrior's Soul

The soul of an ancient warrior burns within you: perhaps a legendary ancestor who cannot be restrained even by death, or a spirit entangled with you by the curse of an ancient weapon. The magical power of this being infuses you with preternatural martial skill and resilience.

Battle Magic

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Battle 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 transmutation, conjuration or evocation spell from the sorcerer, wizard or ranger spell lists.

Battle Spells

Sorcerer Level	Spells
1st	<i>zephyr strike, thunderous smite</i>
3rd	<i>magic weapon, enhance ability</i>
5th	<i>elemental weapon, blinding smite</i>
7th	<i>stoneskin, staggering smite</i>
9th	<i>steel wind strike, conjure volley</i>

Warrior's Skill

At 1st level, your body instinctively knows what to do in a fight, even if you've never picked up a blade in your life. You gain proficiency with simple and martial weapons, as well as light armor, medium armor and shields.

Battle Trance

Starting at 1st level, as a bonus action, you can enter a battle trance, letting your conscious mind recede as your indomitable warrior's soul takes over.

While your Battle Trance is active, you gain the following benefits:

- You gain temporary hit points equal to your sorcerer level plus your Charisma modifier.
- You have advantage on saving throws against being frightened, charmed, or put to sleep.
- When you make a weapon attack, you can use your Charisma modifier, in place of Strength or Dexterity, for attack and damage rolls.
- When you make a Strength check, you can substitute your Charisma modifier instead of Strength.

The effect ends after 1 minute, and ends early if you do not make a weapon attack, or cast a spell using a weapon as a material component, by the end of your turn. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you complete a long rest.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

Magical Might

At 14th level, you learn *Tenser's transformation* as a sorcerer spell. This does not count against the number of sorcerer spells you know. You can cast this spell once without expending a spell slot, regaining use of this feature upon completing a long rest.

In addition, when you roll initiative and have no uses of your battle trance remaining, you can regain one use.

Fight as One

At 18th level, you can combine your consciousness and physical prowess with your spirit's. Whenever you make a weapon attack while in your battle trance, you can add a bonus to the attack and damage rolls equal to half your Constitution modifier, rounded down.



Cosmic Bloodline

You have a natural connection to dunamis, the arcane power that governs space, time and probability. You may be the result of highly experimental dunamancy, or your bloodline may include the influence of mysterious cosmic beings.

Cosmic Magic

Starting at 1st level, your connection to dunamis allows you to learn spells normally associated with the chronurgist and graviturgist wizard traditions. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer spell list or the dunamancy spell list, as seen in *Explorer's Guide to Wildemount*. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

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 may be from the sorcerer or dunamancy spell list.

Cosmic Spells

Sorcerer Level	Spells
1	<i>gift of alacrity, magnify gravity</i>
3	<i>fortune's favor, immovable object</i>
5	<i>pulse wave, slow</i>
7	<i>dimension door, gravity sinkhole</i>
9	<i>far step, temporal shunt</i>

Probability Manipulation

Starting at 1st level, you can shift the probability of events in your favor. When you or a creature you can see within 60 feet of you rolls a d20, you can use your reaction to grant advantage or disadvantage (your choice) to the roll, before you see the result.

Once you use this feature, you can't use it again until you finish a short or long rest, or unless you spend 3 sorcery points for an additional use.

Reality Wrinkle

Starting at 6th level, you can distort reality centered around yourself as a bonus action, confounding rational attempts to break through to you. You gain a bonus to your Armor Class equal to your Charisma modifier for one minute. This effect ends early if you are incapacitated.

You can use this feature once and regain one use upon completing a long rest, or by spending 3 sorcery points.

Personal Gravity Field

At 14th level, you gain the ability to continuously manipulate gravity around yourself, making yourself or objects you touch heavier or lighter. You gain one of the following benefits:

- You gain a flying speed equal to your walking speed.

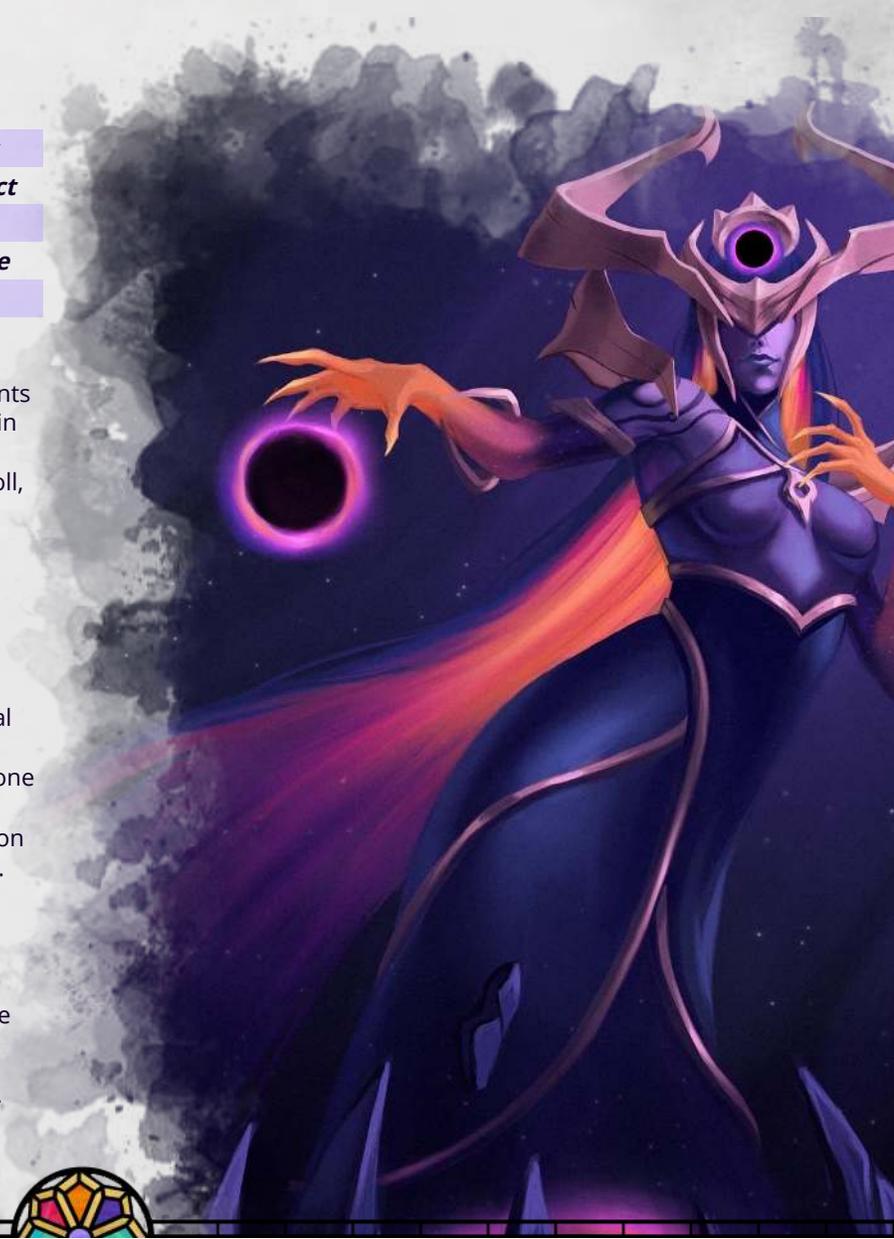
- Your weight is halved, and you gain an additional action, which you can only use to Dash, Disengage or Use an Object.
- Your weight is doubled, and you have advantage on saving throws to avoid being physically moved. Melee weapon attacks you make deal additional force damage equal to your Charisma modifier. Your speeds are reduced by 10 feet, and you sink in water.
- The weight of objects you touch is halved. Your Strength score becomes equal to 19, and you have advantage on Strength checks and Strength saving throws.

You can use a bonus action on your turn to lose the effects of your current benefit and gain a different benefit instead, at the cost of 3 sorcery points.

Spacetime Tear

At 18th level, you can rip open the fabric of spacetime itself. As an action, you can spend 9 sorcery points to select a point you can see within 200 feet and open up a vortex of swirling chaos. All creatures that start their turn within a 30 foot radius of that point become the target of a *reality break* spell.

This effect lasts for 1 minute, and ends early if you are incapacitated or end it as a bonus action.





Flame Sorcery

Elemental fire magic burns within you, born of an innate connection to the Elemental Plane of Fire, perhaps through descent from an efreet genie or an azer.

Flame Magic

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Flame 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 evocation spell from the sorcerer, wizard or warlock spell list.

In addition, you learn the *produce flame* cantrip. This is a sorcerer cantrip for you, but does not count against your sorcerer cantrips known.

Flame Spells

Sorcerer Level	Spells
1st	<i>burning hands, hellish rebuke</i>
3rd	<i>flaming sphere, scorching ray</i>
5th	<i>fireball, minute meteors</i>
7th	<i>elemental bane (fire), wall of fire</i>
9th	<i>conjure elemental (fire), immolation</i>

Flame Speaker

Your connection to the Plane of Fire gives you the innate ability to speak, read and write Primordial, with a particular affinity for the Ignan dialect.

Mantle of Flame

As a bonus action, you can magically wreath yourself in swirling fire, as your eyes glow like hot coals. For 1 minute, you gain the following benefits:

- You shed bright light in a 30-foot radius and dim light for an additional 30 feet.
- Any creature takes fire damage equal to your Charisma modifier if it hits you with a melee attack from within 5 feet of you or if it touches you.
- Whenever you roll fire damage on your turn, the roll gains a bonus equal to your Charisma modifier.

You gain a number of uses of this feature equal to your proficiency bonus, and regain all expended uses upon completing a long rest.

Burning Blood

At 6th level, the fire magic flowing through you protects you from heat while melting away cold. You gain resistance to fire and cold damage. In addition, any spell or effect you create ignores resistance to fire damage.

Nourishing Fire

Starting at 14th level, your fire spells soothe and restore you. When you expend a spell slot to cast a spell that includes a fire damage roll, you regain hit points equal to the slot's level + your Charisma modifier.

Flame Soul

At 18th level, you gain immunity to fire and cold damage. In addition, any spell or effect you create treats immunity to fire damage as resistance to fire damage.





Storm Sorcery (Revised)

Your innate magic comes from the power of elemental air. Many with this power can trace their magic back to a near-death experience caused by the Great Rain, but perhaps you were born during a howling gale so powerful that folk still tell stories of it, or your lineage might include the influence of potent air creatures such as vaati or djinn. Whatever the case, the magic of the storm permeates your being.

Storm Magic

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Storm 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 evocation spell from the sorcerer, wizard or druid spell lists.

In addition, you learn the *electric arc* cantrip. This is a sorcerer cantrip for you, but does not count against your sorcerer cantrips known.

Storm Spells

Sorcerer Level	Spells
1st	<i>fog cloud, thunderwave</i>
3rd	<i>gust of wind, warding wind</i>
5th	<i>call lightning, sleet storm</i>
7th	<i>storm sphere, ice storm</i>
9th	<i>control winds, maelstrom</i>

Wind Speaker

Your connection to the Plane of Air gives you the innate ability to speak, read and write Primordial, with a particular affinity for the Auran dialect.

Tempestuous Magic

Starting at 1st level, you can use a bonus action on your turn to cause whirling gusts of elemental air to briefly surround you, immediately before or after you cast a spell of 1st level or higher. Doing so allows you to fly up to 30

feet without provoking opportunity attacks.

Heart of the Storm

At 6th level, you gain resistance to lightning and thunder damage. In addition, whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take lightning or thunder damage (choose each time this ability activates) equal to half your sorcerer level (rounded up).

Storm Guide

At 6th level, you gain the ability to subtly control the weather around you.

If it is raining, you can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on you. You can end this effect as a bonus action.

If it is windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-foot-radius sphere centered on you. The wind blows in that direction until the end of your next turn. This feature doesn't alter the speed of the wind.

Storm's Fury

Starting at 14th level, when you are hit by a melee attack, you can use your reaction to deal lightning damage to the attacker. The damage equals your sorcerer level. The attacker must also make a Strength saving throw against your sorcerer spell save DC. On a failed save, the attacker is pushed in a straight line up to 20 feet away from you.

Wind Soul

At 18th level, you gain immunity to lightning and thunder damage.

You also gain a magical flying speed of 60 feet. As an action, you can reduce your flying speed to 30 feet for 1 hour and choose a number of creatures within 30 feet of you equal to 3 + your Charisma modifier. The chosen creatures gain a magical flying speed of 30 feet for 1 hour. Once you reduce your flying speed in this way, you can't do so again until you finish a short or long rest.



Earth Sorcery

Your magic springs from a mystical link between your soul and the magic of elemental earth. You might trace a distant ancestor to the Plane of Earth, or your family might have earned a mighty boon in return for a service to the dao lords. Whatever your past, the magic of elemental earth is yours to command.

Earth Magic

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Frost 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 evocation spell from the sorcerer, wizard or druid spell lists.

In addition, you learn the *rock blast* cantrip. This is a sorcerer cantrip for you, but does not count against your sorcerer cantrips known.

Earth Spells

Sorcerer Level	Spells
1st	<i>earth tremor, shield</i>
3rd	<i>earthen grasp, spike growth</i>
5th	<i>erupting earth, meld into stone</i>
7th	<i>stone shape, stonесkin</i>
9th	<i>transmute rock, wall of stone</i>

Earth Speaker

Your connection to the Plane of Earth gives you the innate ability to speak, read and write Primordial, with a particular affinity for the Terran dialect.

Stone's Durability

At 1st level, your connection to stone gives you extra fortitude. Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

As a bonus action, you can gain a base AC of 13 + your

Constitution modifier if you aren't wearing armor, and your skin assumes a stony appearance. This effect lasts until you end it as a bonus action, you are incapacitated, or you don armor.

Stone Aegis

Starting at 6th level, your command of earth magic grows stronger, allowing you to harness it for your allies' protection.

As a bonus action, you can grant an aegis to one allied creature you can see within 60 feet of you. The aegis is an aura of defensive earth magic, causing protective earth to appear between your ally and attacking weapons. Any bludgeoning, piercing, or slashing damage the target takes is reduced by your Charisma modifier. This effect lasts for 1 minute, until you use it again, or until you are incapacitated.

In addition, when a creature you can see within 60 feet of you hits the protected target with a melee attack, you can use your reaction to cause a blast of rock to burst from the aegis, dealing 2d10 bludgeoning damage to the attacker. The aegis then immediately ends on that creature.

At 10th level, you can grant an aegis to two creatures with the same bonus action. This increases to three at 14th level, and four at 18th level.

You can use this feature a number of times equal to your proficiency bonus, and can spend 3 sorcery points to regain a use. You regain all expended uses when you complete a long rest.

Stone's Edge

Starting at 14th level, when you cast a spell of 1st level or higher that deals bludgeoning, piercing or slashing damage, you can add bludgeoning damage to one damage roll equal to half your sorcerer level (rounded down).

Earthen Form

Starting at 18th level, when your Armor Class is affected by Stone's Durability, you gain resistance to bludgeoning, piercing and slashing damage, and you have advantage on saving throws against being moved or knocked prone. In addition, you gain tremorsense with a range of 30 feet.





Sea Sorcery

Your heritage ties to the Plane of Water through powerful creatures of the sea, such as nereids, the lords of the merfolk, and elemental beings such as marid genies. Like a river, you feel the call of the ocean. The call is ever present in your heart, and you are never completely at peace until you are near the sea.

Sea Magic

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Sea 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 evocation spell from the sorcerer, wizard or druid spell lists.

In addition, you learn the *water spout* cantrip. This is a sorcerer cantrip for you, but does not count against your sorcerer cantrips known.

Sea Spells

Sorcerer Level	Spells
1st	<i>create or destroy water, hydraulic blast</i>
3rd	<i>crashing tide, quench</i>
5th	<i>tidal wave, wall of water</i>
7th	<i>control water, watery sphere</i>
9th	<i>erupting geyser, maelstrom</i>

Water Speaker

Your connection to the Plane of Water gives you the innate ability to speak, read and write Primordial, with a particular affinity for the Aquan dialect.

Soul of the Sea

At 1st level, you are adapted for life beneath the waves. You have a 40-foot swimming speed, and you can breathe underwater. You have darkvision out to a range of 60 feet, or an additional 30 feet if you already have darkvision. You also become more physically robust to survive the crushing pressure: your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

Watery Defense

At 6th level, you can withstand the cold of the depths, and your watery nature makes you difficult to burn. You gain resistance to cold and fire damage.

You also gain the ability to defend yourself by momentarily assuming a watery form. As a reaction when you are hit by an attack and take bludgeoning, piercing, or slashing damage from it, you can reduce that damage by an amount equal to your Charisma score, and then you can move up to 30 feet without provoking opportunity attacks. When you take this movement, you can squeeze through spaces as narrow as an inch.

You can use this reaction a number of times equal to your proficiency bonus, and can spend 3 sorcery points to regain a use. You regain all expended uses when you complete a long rest.

Shifting Form

Starting at 14th level, you gain the ability to enter a liquid state while moving. When you move on your turn, you cannot be targeted by opportunity attacks, and you can move through any enemy's space but can't willingly end your move there. You return to your natural form upon completing your movement.

One with the Sea

Starting at 18th level, your body instinctively takes on a watery form whenever you take damage. You gain immunity to fire damage and resistance to bludgeoning, piercing and slashing damage, and critical hits against you become normal hits.



Optional Bloodline Features

Draconic Magic

1st level Draconic Bloodline feature

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Draconic 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.

When you gain spells at the levels noted in the Draconic Magic table, you gain the Bloodline Spell, and the spell associated with your Draconic Ancestor.

Whenever you gain a sorcerer level, you can replace one spell from this feature with an enchantment, evocation or illusion spell of the same level from the sorcerer, warlock or wizard spell lists.

Divine Magic

Updated 1st level Divine Soul feature

Your link to the divine allows you to learn spells normally associated with the cleric class. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the cleric 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.

In addition, choose an affinity for the source of your divine power, based on one of the nine alignments. You learn additional spells when you reach certain levels in this class, as shown on the Divine Spells table; one for all alignments, and one from one of the alignments you chose (for instance, if your power is Lawful Good, you may choose from the Law or Good spell for that level, but not both). 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 cleric spell list.

Credit Note

This take on bloodline spells for the Draconic Bloodline is borrowed heavily from u/laserllama, with some modifications, and was the inspiration for adapting a similar method for Divine Soul.

Draconic Spells

Level	All Ancestries	Black/Copper	White/Silver	Red/Gold/Brass	Blue/Bronze	Green
1st	<i>command</i>	<i>caustic brew</i>	<i>frost fingers</i>	<i>burning hands</i>	<i>witch bolt</i>	<i>ray of sickness</i>
3rd	<i>dragon's breath</i>	<i>acid arrow</i>	<i>snowball swarm</i>	<i>scorching ray</i>	<i>shatter</i>	<i>protection from poison</i>
5th	<i>fear</i>	<i>slow</i>	<i>sleet storm</i>	<i>fireball</i>	<i>lightning bolt</i>	<i>stinking cloud</i>
7th	<i>elemental bane</i>	<i>vitriolic sphere</i>	<i>ice storm</i>	<i>fire shield</i>	<i>storm sphere</i>	<i>sickening radiance</i>
9th	<i>dominate person</i>	<i>transmute rock</i>	<i>cone of cold</i>	<i>immolation</i>	<i>control winds</i>	<i>cloudkill</i>

Divine Spells

Level	All Alignments	Good	Evil	Law	Chaos	Neutrality
1st	<i>detect evil and good</i>	<i>cure wounds</i>	<i>inflict wounds</i>	<i>bless</i>	<i>bane</i>	<i>protection from evil and good</i>
3rd	<i>spiritual weapon</i>	<i>aid</i>	<i>shadow blade</i>	<i>calm emotions</i>	<i>zone of truth</i>	<i>warding bond</i>
5th	<i>spirit guardians</i>	<i>life transference</i>	<i>vampiric touch</i>	<i>remove curse</i>	<i>bestow curse</i>	<i>magic circle</i>
7th	<i>guardian of faith</i>	<i>aura of life</i>	<i>shadow of moil</i>	<i>banishment</i>	<i>freedom of movement</i>	<i>divination</i>
9th	<i>hallow</i>	<i>mass cure wounds</i>	<i>contagion</i>	<i>planar binding</i>	<i>raise dead</i>	<i>commune</i>



Chaos Magic

1st level Wild Magic feature

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Chaos 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 and school from any spell list.

Chaos Spells

Sorcerer Level	Spells
1st	<i>chaos bolt, color spray</i>
3rd	<i>pyrotechnics, crown of madness</i>
5th	<i>blink, hypnotic pattern</i>
7th	<i>confusion, polymorph</i>
9th	<i>animate objects, creation</i>

Shadow Magic

1st level Shadow magic feature

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Shadow 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 illusion spell from the sorcerer or warlock spell lists.

Shadow Spells

Sorcerer Level	Spells
1st	<i>hex, arms of hadar</i>
3rd	<i>darkness, shadow blade</i>
5th	<i>summon shadowspawn, bestow curse</i>
7th	<i>shadow of moil, greater invisibility</i>
9th	<i>enervation, negative energy flood</i>

Additional Sorcerer Spells

In addition to the following, the *tsunami* spell is added to the sorcerer spell list.

Crashing Tide

2nd-level conjuration

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

A wave of water bursts forth from you, striking enemies and knocking their feet out from under them. All creatures in a 30-foot cone must make a Dexterity saving throw. On a failure, a creature takes 3d8 bludgeoning damage and is knocked prone. On a success, the creature takes half damage and is not knocked prone. Unprotected flames in this cone are extinguished.

At Higher Levels. When you cast this spell using a spell slot of 3rd Level or higher, the damage increases by 1d8 for each slot level above 2nd.

Drown

6th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You cause water to magically fill the lungs of a creature within range. If the creature needs to breathe, but cannot breathe water, then at the start of each turn it must make a Constitution saving throw. On a failed save, the creature takes 6d6 acid damage, or half as much on a success. The spell ends when the creature falls unconscious or moves out of range.

Electric Arc

evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You send forth an arc of lightning that leaps from one creature to another. Choose up to two creatures within range. Each target must succeed on a Constitution saving throw or take 1d4 lightning damage.

At Higher Levels. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Erupting Geyser

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

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

Duration: Instantaneous

A powerful geyser opens up from the earth, blasting all those caught in it with boiling water and hot steam. A vertical column of boiling water surges up from beneath the ground in a location you specify. Each creature in a



10-foot radius, 40-foot-high column centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 bludgeoning damage and 4d6 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the bludgeoning damage or the fire damage (your choice) increases by 1d6 for each slot level above 5th, and the height of the cylinder increases by 10 feet.

Hydraulic Blast

1st-level conjuration

Casting Time: 1 action
Range: Self (60-foot line)
Components: V, S
Duration: Instantaneous

A blast of high-pressure water erupts from your hands. All creatures in a straight line 60 feet long and 5 feet wide must make a Dexterity saving throw. On a failure, a creature takes 3d6 bludgeoning damage and is pushed 10 feet back in the direction of the line. On a success, the creature takes half damage and is not pushed. Unprotected flames in this line are extinguished.

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

Quench

2nd-level conjuration

Casting Time: 1 action
Range: 120 ft.
Components: V, S
Duration: Concentration, up to 1 hour.

Select a point in the air that you can see within 120 feet. When you cast this spell, a heavy mist of humidity forms within a 30-foot sphere around that point. All non-magical flames within that sphere are immediately extinguished, and magical fire deals only half damage.

Rock Blast

conjuration cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You conjure and launch a ball of hard rock at a creature within range. Make a ranged spell attack at the target. On a hit, the target takes 1d10 bludgeoning damage.

At Higher Levels. This spell's damage increases by 1d10 bludgeoning damage when you reach 5th level (2d10 bludgeoning), 11th level (3d10 bludgeoning), and 17th level (4d10 bludgeoning).

Tidal Wave (Revised)

3rd-level conjuration

Casting Time: 1 action
Range: 120 ft
Components: V, S, M (a drop of water)
Duration: Instantaneous

You conjure up a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 4d8 bludgeoning damage and is pushed 10 feet and knocked prone. On a success, a creature takes half as much damage and isn't knocked pushed or knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it.

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.

Water Spout

conjuration cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A cold stream of water blasts from your hand toward a creature within range. Make a ranged spell attack at the target. On a hit, the creature takes 1d4 cold damage and 1d4 bludgeoning damage. If the target is on fire, the flames are immediately extinguished.

At Higher Levels. This spell's damage increases by 1d4 cold damage and 1d4 bludgeoning damage when you reach 5th level (2d4 cold + 2d4 bludgeoning), 11th level (3d4 cold + 3d4 bludgeoning), and 17th level (4d4 cold + 4d4 bludgeoning).

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