



SORCEROUS ORIGINS

HOMEBREW

Nine new Origins for the Sorcerer Class
in the World's Greatest Roleplaying Game

SORCEROUS ORIGINS

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following options are available to a sorcerer in addition to those in the *Player's Handbook*: Divine Right, Emberheart, Feyblood, Hellspawn, Ironmonger, Stoneblood, Stormsoul, Voidwielder, and Waveborn.

DIVINE RIGHT

Once a generation a divinely chosen ruler is born amongst the people. Some cults and countries seek out these blessed rulers, trusting the gods to select their leader. However, these sorcerers pose a threat to those currently in power and are often persecuted by less scrupulous monarchs and rulers.

As a sorcerer of Divine Right, you have been granted great power, but with that power comes responsibility. Will you lead the your people to destruction or into a new golden age?

DIVINE RIGHT FEATURES

Sorcerer Level Feature

1st	Royal Magic, Divine Mark
6th	Words of Authority, Words of Vigor
14th	Regal Presence
18th	Divine Command

ROYAL MAGIC

You learn certain spells at the sorcerer levels noted in the Royal Spells table. They count as sorcerer spells for you, but they don't count against your total number of Spells Known.

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

ROYAL SPELLS

Sorcerer Level Spell

1st	<i>command, heroism</i>
3rd	<i>find steed, zone of truth</i>
5th	<i>conjure barrage, tiny servant</i>
7th	<i>compulsion, find greater steed</i>
9th	<i>dominate person, geas</i>

DIVINE MARK

Your sorcerous power marks you to rule. At 1st level, a Divine Mark appears somewhere on your body signifying the type of ruler you are to become. Select one of the Divine Marks detailed below. Once chosen, your Divine Mark cannot be changed short of a *wish* spell or direct divine intervention.

Mark of Elegance. Your rule will be marked by diplomacy. You gain proficiency in Persuasion, and you add double your proficiency bonus to any Charisma (Persuasion) checks.

Mark of Guile. Your rule will be marked by cunning. You gain proficiency in Deception, and you add double your proficiency bonus to any Charisma (Deception) checks.

Mark of Might. Your rule will be marked by strength. You gain proficiency in Intimidation, and you add double your proficiency bonus to any Charisma (Intimidation) checks.



WORDS OF AUTHORITY

Beginning at 6th level, when you cast an enchantment spell that target's a creature within 5 feet that can see and hear you, you can impose disadvantage on it's saving throw.

Once you impose disadvantage with this feature you cannot use it again until you finish a short or long rest.

WORDS OF VIGOR

Your voice uplifts the weary. Starting at 6th level, when you target a friendly creature with a spell of 1st-level or higher, they gain temporary hit points equal to your Charisma modifier (minimum of 1), in addition to the spell's effects.

REGAL PRESENCE

Your presence inspires confidence in those who follow you. Beginning at 14th level, when a friendly creature within 60 feet that can see you, is forced to make a saving throw, you can use your reaction to grant them advantage on the roll.

DIVINE COMMAND

Upon reaching 18th level, you become a legendary figure of authority, and are blessed with with increased divine power. As an action, you can cast *divine word* without expending any sorcery points. Once you use this feature you must finish a long rest before you can use it again, unless you spend a spell slot of 7th-level or higher to use it again.





EMBERHEART

Whether you stole your power from a noble Efreeti lord, were gifted it by an ancient dragon, or were born near a rift to the elemental plane of fire, you now bear within you an ember of pure elemental flame. This mote of fire fuels your burning soul, allowing you to perform wondrous feats of fire magic.

How does the ember within effect your decision making? Are you passionate and rash, letting your emotions guide you? Or, do you resist, seeking calm mastery of your power?

EMBERHEART MAGIC

Whenever you gain a level, you can replace one spell from this feature with another conjuration or evocation spell of the same level from the druid, sorcerer, or wizard spell list.

EMBERHEART SPELLS

Sorcerer Level Spell

1st	<i>burning hands, hellish rebuke</i>
3rd	<i>flaming sphere, scorching ray</i>
5th	<i>fireball, minute meteors</i>
7th	<i>summon elemental (fire), wall of fire</i>
9th	<i>flame strike, immolation</i>

HEART OF FLAME

The primordial fire in your soul emboldens you. Starting at 1st level, you are resistant to fire damage and have advantage on saving throws to resist being charmed or frightened.

Your power allows you to speak, read, and write Ignan, the language of the Elemental Plane of Fire. Knowing Ignan allows you to communicate with creatures that speak Primordial and it's dialects: Aquan, Auran, and Terran.

GENASI, RACE OR SORCEROUS ORIGIN?

When using the elemental Sorcerous Origins presented here, consider pairing them with a genasi character for a true elemental experience!

WILD FIRE

Starting at 6th level, when you strike down a creature with flame, you can cause fire to erupt forth from their ruin. As a reaction, when you reduce a small or larger creature to 0 hit points with a spell that deals fire damage, you force creatures of your choice within 10 feet of the slain creature to make Dexterity saving throw. On a failed save, creatures take fire damage based on the size of the slain creature, as indicated in the table below. On a successful save, creatures take half as much fire damage.

Size	Damage	Size	Damage
Tiny	0	Large	3d6
Small	1d6	Huge	4d6
Medium	2d6	Gargantuan	5d6

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

KINDLE THE FLAME

You are restored by the elemental flame you wield. Beginning at 14th level, when you cast a spell of 1st-level or higher that deals fire damage, you can choose to immediately gain temporary hit points equal to the level at which the spell was cast + your Charisma modifier (minimum of 1 hit point).

Temporary hit points you gain from this ability replace any temporary hit points you may already have, and last until the end of your next long rest.

PRIMORDIAL INFERNO

You have mastered the ember of elemental fire that burns within your soul, causing you to become more elemental than mortal. Upon reaching 18th level, you no longer need to eat, drink, or sleep, and you are immune to fire damage.

In addition, when you take damage from a creature within 60 feet that you can see, you can use your reaction to rebuke them with elemental flame. The attacking creature must make a Dexterity saving throw, and on a failed save they take fire damage equal to your sorcerer level.





FAEBLOOD

Every so often, a mortal catches the attention of a powerful lord or lady of the Fey. Often the object of affection or the offspring of this relationship is gifted arcane power beyond that of most mortal beings. However, these infatuations are often short-lived, and the mortals are left to learn to use their power with little supervision or instruction. Whether you were born of such a relationship, grew up near a Crossroads, or were chosen by a powerful Fey creature, you have been blessed with the changing and chaotic power of the Feywild.

FAEBLOOD FEATURES

Sorcerer Level	Feature
1st	Fey Magic, Heartsight
6th	Seasonal Attunement
14th	Gateway Magic
18th	Intoxicating Presence

FEY MAGIC

Your link to the Feywild grants you an affinity with charms. When you learn a new spell, you can choose from the bard or the sorcerer spell list. You must obey all other restrictions for selecting the spell, and it becomes a sorcerer spell for you.

You learn certain spells at the sorcerer levels noted in the Fey Magic table. They count as sorcerer spells for you, but don't count against your number of Spells Known.

Whenever you gain a level, you can replace one spell from this feature with another spell of your choice of the same level from the bard spell list.

FEY MAGIC

Sorcerer Level	Spell
1st	<i>charm person, faerie fire</i>
3rd	<i>enthrall, calm emotions</i>
5th	<i>blink, hypnotic pattern</i>
7th	<i>compulsion, dominate beast</i>
9th	<i>dominate person, seeming</i>

HEARTSIGHT

Starting at 1st level, your magic heightens your empathic abilities. You gain proficiency in Insight, and you add double your proficiency bonus to any Wisdom (Insight) checks.

In addition, you can use an action to touch a creature and make a Wisdom (Insight) check, contested by the target's Charisma (Deception) check. If you succeed, you learn the creature's alignment. You automatically succeed on this check when targeting a celestial, fiend, or undead. Creatures are unaware that you attempted to read their heart.

SEASONAL ATTUNEMENT

Beginning at 6th level, you can align yourself with one of the four seasons, like the denizens of the Feywild. At the end of a long rest, choose one of the four seasons, gaining the benefits from the Seasonal Attunement table. Each season grants you a damage resistance and advantage on certain rolls.

Season	Resistance	Roll with Advantage
Spring	Lightning	Hit Dice
Summer	Fire	Initiative
Autumn	Poison	Concentration Checks
Winter	Cold	Death Saving Throws

GATEWAY MAGIC

Your magic allows you briefly slip between the Feywild and the material plane. Starting at 14th level, immediately after casting a spell of 1st-level or higher, can choose to teleport to an unoccupied space within 30 feet that you can see.

When you use this feature to teleport, you can expend sorcery points to increase the range. For each sorcery point you expend, you can teleport an additional 15 feet.

INTOXICATING PRESENCE

You have the presence of an Archfey. Upon reaching 18th level, you emanate an aura of intoxicating charm in a 15-foot radius. Creatures of your choice within the aura are immune to the charmed condition, and when you force a creature within the aura to make a saving throw to resist the effects of an enchantment spell, they have disadvantage on their roll.



HELLSPAWN

Most mortals who wield the powers of the hells do so under strict contracts with devils and Archdevils. However, some cultists and other mortals draw upon more chaotic infernal power become Hellspawn. Though not always evil, Hellspawn fueled by the chaotic and dangerous magic of the Abyss.

How did you come to be the bearer of this hellish power? Were your parents cultists that dedicated you at birth, or did you acquire this sinister power through your own choices?

HELLSPAWN FEATURES

Sorcerer Level	Feature
1st	Abyssal Magic, Demonic Form
6th	Extra Attack, Infernal Strikes
14th	Fiendish Resistance
18th	Archdemonic Form

ABYSSAL MAGIC

You learn certain spells at the sorcerer levels noted in the Abyssal Spells table. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

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

ABYSSAL SPELLS

Sorcerer Level	Spell
1st	<i>hellish rebuke, wrathful smite</i>
3rd	<i>crown of madness, scorching ray</i>
5th	<i>bestow curse, blinding smite</i>
7th	<i>shadow of moil, staggering smite</i>
9th	<i>blight, insect plague</i>

DEMONIC FORM

When you choose this origin at 1st level, you gain the ability to undergo a transformation, unleashing the demonic power within you. As a bonus action, you can take on a demonic form. While in this form, you retain your game statistics, but your body becomes demonic in appearance. While in your demonic form you gain the following benefits:

- Your hands become natural weapons that deal 1d8 slashing damage on hit, and you use your Charisma, in place of Strength, for the attack and damage rolls.
- If you are not wearing armor, you gain a bonus to your AC equal to your Charisma modifier (minimum of 1).
- As a bonus action, you can grant yourself temporary hit points equal to your Charisma modifier (minimum of 1).

This form lasts for 1 minute, unless you are incapacitated, or you end it as a bonus action. You can transform a number of times equal to your Charisma modifier (minimum of once), and regain all expended uses when you finish a long rest.

EXTRA ATTACK

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



INFERNAL STRIKES

Also starting at 6th level, your natural weapon attacks while in your demonic form count as magical for the purposes of overcoming resistances and immunity.

FIENDISH RESISTANCE

Beginning at 14th level, your hellish power can shield you from harm. As a reaction, when you take damage while in your demonic form, you can expend sorcery points to reduce the incoming damage. For each sorcery point you expend as part of this reaction, you reduce the incoming damage by 1d6.

ARCHDEMONIC FORM

You have mastered the fiendish power that dwells within you. Starting at 18th level, your demonic form lasts until you choose to end it. Also, while in your demonic form, you gain the following additional benefits:

- You can take the Dash action as a bonus action.
- You are immune to bludgeoning, piercing, and slashing damage from non-magical attacks.
- When you hit a creature with a natural weapon attack it takes an additional 1d8 magical slashing damage.





IRONMONGER

Often born during times of great war and strife, Ironmonger sorcerers have an affinity for all things forged for use in war. They thrive in the midst of battle, wielding potent war magic on the front lines. Ironmongers are formidable foes, and are sought after by captains and conquerors for their ability to turn the tide of any battle, no matter how hopeless.

How do you wield your magic? Are you discerning in your use of force, or do you decimate those who stand against you?

IRONMONGER FEATURES

Sorcerer Level Feature

1st	Iron Magic, Armaments of War, Blade of Strife
6th	Extra Attack
14th	Dancing Blade
18th	Storm of Blades

IRON MAGIC

You learn certain spells at the sorcerer levels noted in the Iron Spells table. They count as sorcerer spells for you, but don't count against your number of Spells Known.

Whenever you gain a level, you can replace one spell from this feature with another abjuration or conjuration spell of the same level from the sorcerer or wizard spell list.

IRON SPELLS

Sorcerer Level Spell

1st	<i>command, compelled duel</i>
3rd	<i>cloud of daggers, heat metal</i>
5th	<i>conjure barrage, elemental weapon</i>
7th	<i>fabricate, summon construct (metal)</i>
9th	<i>animate objects, conjure volley</i>

ARMAMENTS OF WAR

When you choose this origin at 1st level, you gain mastery with the armaments of war. You gain proficiency with light and medium armor, shields, and all simple and martial weapons that lack the heavy or two-handed properties.

BLADE OF STRIFE

Beginning at 1st level, you can summon a the Ironmonger's signature weapon, a Blade of Strife. As a bonus action, you create this mystical Blade at a point you can see within 60 feet. It lasts for 1 minute or until you use this feature again.

When you create the Blade, you can make a melee spell attack against one creature within 10 feet of it. On a hit, the target takes 1d8 magical slashing damage. As a bonus action, you can move the Blade up to 30 feet and repeat the attack.

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

EXTRA ATTACK

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

DANCING BLADE

Upon reaching 14th level, you gain increased mastery with your Blade of Strife. As a reaction, when a creature within 10 feet of your blade is hit by an attack, you can deflect the blow with your Blade, granting them a bonus to their Armor Class equal to your Charisma modifier (minimum of 1).

In addition, your Blade now deals 2d8 damage on hit.

STORM OF BLADES

You are a god of destruction in battle. Starting at 18th level, you can use your action to destroy your Blade of Strife in an explosion of arcane iron shards. Creatures within 20 feet must make a Dexterity saving throw, taking 6d8 magical slashing damage on a failure, and half as much on a success.





STONEBLOOD

You are a stoneblood sorcerer, a mortal who has been imbued with a mote of pure elemental earth. You are suffused with the stalwart power of pure stone, making you as immovable and unyielding as the mountains. Were you gifted this power by an ancient earth elemental, barter for it with the greedy Dao, or are you descended from one of the original Dwarven fathers, molded from the bedrock of the world itself?

The earthen power within drives you to remain steadfast in your decisions, unyielding in your beliefs, and subtly drives you to hoard the fruits of the earth; precious gems and alloys.

STONEBLOOD MAGIC

Whenever you gain a level, you can replace one spell from this feature with another conjuration or evocation spell of the same level from the druid, sorcerer, or wizard spell list.

STONEBLOOD SPELLS

Sorcerer Level Spell

1st	<i>earth tremor, sanctuary</i>
3rd	<i>earthen grasp, spike growth</i>
5th	<i>erupting earth, meld into stone</i>
7th	<i>stone shape, summon elemental (earth)</i>
9th	<i>steel wind strike, wall of stone</i>

HEART OF EARTH

You can draw upon the earthen magic within you to envelop your physical form in elemental stone. Starting at 1st level, you can use a bonus action on your turn to take on an earthen elemental form, granting you the following benefits:

- You gain temporary hit points equal to your sorcerer level.
- If you are not wearing armor or wielding a shield, your armor class is equal to 13 + your Constitution modifier.
- You use your Constitution modifier, in place of Strength, for the attack and damage rolls of your unarmed strikes.
- Your unarmed strikes deal 1d10 bludgeoning damage. If you strike with two free hands, the d10 becomes a d12.

This form lasts for 1 minute, unless you end it as a bonus action or you fall unconscious. You can transform a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Your power allows you to speak, read, and write Terran, the language of the Elemental Plane of Earth. Knowing Terran allows you to communicate with creatures that speak Primordial and its dialects: Aquan, Auran, and Ignan.

CRUSHING BLOW

You can empower your strikes with the power of pure rock. Starting at 6th level, when you hit with an unarmed strike or melee weapon attack, you can expend sorcery points to deal additional magical bludgeoning damage to the target.

This damage is 2d8 for 2 sorcery points, plus 1d8 for each additional sorcery point you expend, to a maximum of 6d8.

In addition, while in your Heart of Earth elemental form, damage from your unarmed strikes counts as magical for the sake of overcoming resistances and immunities.

EXTRA ATTACK

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

AEGIS OF STONE

Your connection to the elemental magic of earth allows you to extend its resolute protection to yourself and allied creatures. Beginning at 14th level, you can expend 3 sorcery points as a bonus action to grant an aegis of protective earth magic to yourself or one creature you touch. The stone aegis grants the creature resistance to nonmagical bludgeoning, piercing, and slashing damage for 1 minute.

When a creature hits a protected target, other than you, with a melee attack, you can use your reaction to teleport to an unoccupied space within 5 feet of the attacker and make one melee weapon attack against them. You can teleport in this way only if you and the attacker are on the same surface.

If you use this ability to grant a protective aegis to another creature, the effect immediately ends for the first creature.

PRIMORDIAL BULWARK

You have mastered the elemental earth that dwells deep within your soul, causing you to become more elemental than mortal. Upon reaching 18th level, you no longer need to eat, drink, or sleep, and you gain resistance to all bludgeoning, piercing, and slashing damage.

In addition, you can have up to three creatures of your choice under the effects of your Aegis of Stone at one time.





STORMSOUL

Within you dwells a mote of pure elemental air, granting you an innate power over gentle breeze and raging storm. Was this power bestowed upon you at birth by a noble Djinni, did your parents make a deal with a powerful air elemental, or were you born in the eye of a great storm?

Whatever the origin of your affinity for the skies, the primal storm within you drives you from whimsical and calm, to wild and violent with little warning. Do you embrace the call of the winds, wandering from land to land, or do you seek to control the raging storm that fuels your innate arcane power?

STORMSOUL MAGIC

Whenever you gain a level, you can replace one spell from this feature with another conjuration or evocation spell of the same level from the druid, sorcerer, or wizard spell list.

STORMSOUL SPELLS

Sorcerer Level	Spell
1st	<i>feather fall, thunderwave</i>
3rd	<i>shatter, warding wind</i>
5th	<i>call lightning, wind wall</i>
7th	<i>storm sphere, summon elemental (air)</i>
9th	<i>arcane hand, control winds</i>

HEART OF WINDS

Drawing upon the tempestuous magic within you allows you to take flight, if only briefly. Starting at 1st level, when you cast a spell of 1st-level or higher you gain a temporary flying speed equal to your remaining movement speed, that lasts until the end of your current turn. If you end your movement in the air you fall to the ground. While using this feature, your flight does not provoke opportunity attacks.

Your power allows you to speak, read, and write Auran, the language of the Elemental Plane of Air. Knowing Auran allows you to communicate with creatures that speak Primordial and its dialects: Aquan, Ignan, and Terran.

STORMBORN

Your control over your inner storm has grown. Upon reaching 6th level, you are resistant to lightning and thunder damage.

In addition, each time you cast a spell of 1st-level or higher that deals lightning or thunder damage, you can cause stormy magic to erupt from you, and force creatures of your choice within 15 feet to make a Dexterity Saving throw. On a failed save, they take 2d8 lightning or thunder damage (your choice).

When you use this feature, you can expend additional sorcery points as a free action to increase the damage dealt. For each additional sorcery point, you deal an additional 1d8 lightning or thunder damage, to a maximum of 6d8 damage.

STORM GUIDE

Your affinity for the winds allows you to exert control over the weather around you. Starting at 6th level, you can control existing weather conditions in the following ways:

- If it is raining, as an action, you can stop the rain from falling in a 20-foot radius sphere centered on you. You can end this effect as a bonus action on your turn.
- If it is windy, as a bonus action, you can change the direction the wind blows within a 100-foot radius sphere centered on you. The wind blows in the direction you choose until the end of your next turn.

WINDCALLER

Beginning at 14th level, your power over the wind allows you to fly. You gain a flying speed equal to your movement speed.

You also learn *wind walk*, which counts as a sorcerer spell for you, but doesn't count against your Spells Known.

PRIMORDIAL STORM

The storm within you has made you more elemental than mortal. Starting at 18th level, you do not need to eat, drink, or sleep, and you are immune to lightning and thunder damage.

In addition, when you take damage from a creature within 60 feet that you can see, you can use your reaction to rebuke them with elemental air. The attacking creature must make a Dexterity saving throw, and on a failed save they take lightning or thunder damage (your choice) equal to your sorcerer level.





VOIDWIELDER

Before the primordial gods formed the world, there was only the Void. This formless, lightless, writhing chaos desires that all creation should return to it. Voidwielders are sorcerers who wield the entropic power of the Void, working to undo the very acts of creation. They are often nihilistic in their outlook on life, resigned to the fact that all will eventually dissolve into the nothingness of the great primordial Void.

VOIDWIELDER FEATURES

Sorcerer Level Feature

1st	Entropic Magic, Corrosive Magic, Entropic Touch
6th	Negate Spell
14th	Disciple of the Void
18th	Ray of Annihilation

ENTROPIC MAGIC

You learn certain spells at the sorcerer levels noted in the Entropic Spells table. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

Whenever you gain a level, you can replace one spell from this feature with another abjuration or necromancy spell of the same level from the sorcerer, warlock, or wizard spell list.

ENTROPIC SPELLS

Sorcerer Level Spell

1st	<i>chill touch, inflict wounds, ray of sickness</i>
3rd	<i>darkness, ray of enfeeblement</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>black tentacles, sickening radiance</i>
9th	<i>antilife shell, maelstrom</i>

CORROSIVE MAGIC

At 1st level, you learn the *chill touch* cantrip, but it doesn't count against your number of Cantrips Known. When you hit a creature with *chill touch*, it cannot take reactions until the start of your next turn.

ENTROPIC TOUCH

Starting at 1st level, you can draw upon the Void to destroy one Tiny or smaller object that you touch. The item must be non-magical, and cannot be one that is being worn or carried.

The item remains destroyed for as long as you concentrate on this ability, as if concentrating on a spell. If you maintain concentration for 1 hour, the object is permanently destroyed. If you lose your concentration, the object reappears in an unoccupied space as close as possible to its last location.

You can use this feature once without expending a spell slot, and can't do so again until you finish a long rest, unless you expend a spell slot of 1st-level or higher to use it again.

The size of the non-magical item you can destroy with this feature increases as you gain levels in this class: at 6th level (Medium), 11th level (Large), and 17th level (Huge).

NEGATE SPELL

Your connection to the Void allows you to undo arcane magic. Beginning at 6th level, when you cast *counterspell* or *dispel magic* you can spend 1 sorcery point to grant yourself advantage on any roll the spell requires you to make.

DISCIPLE OF THE VOID

Starting at 14th level, you can use your Entropic Touch an unlimited amount of times without expending a spell slot.

RAY OF ANNIHILATION

Your power allows you to unmake creation. At 18th level, you learn the *disintegrate* spell, but it doesn't count against your number of Spells Known. When you cast this spell, it is automatically upcast by one level, to a maximum of 9th-level.





WAVEBORN

Within you dwells a drop of pure elemental water, connecting you to the deep oceans, babbling brooks, and frigid waters of frozen lakes. How did you gain this power over the elemental waters? Did you inexplicably survive a shipwreck, awakening in the debt of a noble Marid, or did you drink from a stream flowing from the plane of water, awakening your power?

The lapping of waves, the spray of sea foam on the wind, the ocean depths, all of these call to you. Do you embody the life-giving properties of the gentle rain, or do you wield the overwhelming destruction of the great waves and floods?

WAVEBORN MAGIC

Whenever you gain a level, you can replace one spell from this feature with another conjuration or evocation spell of the same level from the druid, sorcerer, or wizard spell list.

WAVEBORN SPELLS

Sorcerer Level Spell

1st	<i>armor of frost, frost fingers</i>
3rd	<i>hold person, misty step</i>
5th	<i>sleet storm, tidal wave</i>
7th	<i>control water, summon elemental (water)</i>
9th	<i>cone of cold, maelstrom</i>

HEART OF WATER

The pure elemental water within you has fundamentally altered your physical form. Starting when you choose this origin at 1st level, you gain the following features:

- You are resistant to cold damage.
- You gain darkvision out to radius of 60-feet.
- You gain a swim speed equal to your movement speed.
- You can breathe both air and water.

Your power allows you to speak, read, and write Aquan, the language of the Elemental Plane of Water. Knowing Aquan allows you to communicate with creatures that speak Primordial and it's dialects: Auran, Ignan, and Terran.

CURSE OF THE DEPTHS

Your watery spells carry a frozen curse. Starting at 1st level, when you deal cold damage to a creature, you can use your reaction to enhance the spell, covering one target in frost, reducing it's speed by a number of feet equal to five times your Charisma modifier (minimum of 5 feet).

This reduction lasts until the start of your next turn, unless a creature uses an action to scrape the frost off the target.

WATERY RESILIENCE

Beginning at 6th level, when you are hit with an attack, you can use your reaction to shift into a watery form, gaining resistance to any bludgeoning, piercing, and slashing damage the attack dealt, and immediately moving up to your full movement speed without provoking opportunity attacks.

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

SHIFTING FORM

The elemental water within allows you to move like flowing water. Starting at 14th level, you gain the following benefits:

- You are resistant to damage from opportunity attacks.
- You can move through enemy creature's spaces, but you cannot end your turn in an enemy creature's space.
- You can squeeze through gaps as narrow as 1 inch.
- You can take the Dash action as a bonus action on your turn while you are using your swimming speed.

PRIMORDIAL WATERS

Upon reaching 18th level, your body is permanently altered by the elemental water within you. You no longer need to eat, drink, or sleep, and you are immune to cold damage.

In addition, as long as you are not incapacitated, when you are hit by an attack that is a critical hit, you can absorb the blow like a liquid, turning the critical hit into a normal hit.





SORCEROUS ORIGINS

Wield the innate arcane power that dwells within you with nine new Origins for the Sorcerer Class.

*Divine Right - Emberheart - Feyblood
Hellborn - Ironmonger - Stoneblood
Stormsoul - Voidwielder - Waveborn*

Version 1.0.0 - Created by [/u/laserllama](#)

Artist Credits:

Covers - [Chase Stone - Voidwielder](#)
Page 1 - [Kieran Yanner - The Returned King](#)
Page 2 - [Joseph Meehan - Pyroblast](#)
Page 3 - [Johannes Voss - Island](#)
Page 4 - [Viktor Titov - Rakdos](#)
Page 5 - [Yongjae Choi - Irencrag Feat](#)
Page 6 - [Jason Chan - Koth of the Hammer](#)
Page 7 - [Rudy Siswanto - Lightning Stormkin](#)
Page 8 - [Karl Kopinski - Calculated Dismissal](#)
Page 9 - [Joseph Meehan - Hydroblast](#)

Additional *Laserllama* Homebrew content, including classes, subclasses, and player races, can be found for free on [GM Binder](#).

Like what you see? Support me on [Patreon!](#)

Become the font of arcane power you were meant to be with the [Alternate Sorcerer Class](#)
