

## Draconic Ancestry

### Dragon Ancestor

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

Dragon Colour:                      Damage type:

Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

You can speak, read, and write Draconic.

Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

### Draconic Resilience

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armour, your AC equals 13 + your Dexterity modifier.

### Elemental Affinity

Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add your Charisma modifier to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

### Dragon Wings

At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You

can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armour unless the armour is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

### Draconic Presence

Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

## Divine soul

### Divine Magic

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: good, evil, law, chaos, or neutrality. You learn an additional spell based on that affinity, as shown below. It is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. If you later replace this spell, you must replace it with a spell from the cleric spell list.

Affinity:                      Spell:

Good	Cure Wounds
Evil	Inflict Wounds
Law	Bless
Chaos	Bane
Neutrality	Protection from Evil and Good

### Favoured by the Gods

Starting at 1st level, divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this feature, you can't use it again until you finish a short or long rest.

### Empowered Healing

Starting at 6th level, the divine energy coursing through you can empower healing spells. Whenever you or an ally within 5 feet of you rolls dice to determine the number of hit points a spell restores, you can spend 1 sorcery point to reroll any number of those dice once, provided you aren't incapacitated. You can use this feature only once per turn.

### Angelic Form

Starting at 14th level, you can use a bonus action to manifest a pair of spectral wings from your back. While the wings are present, you have a flying speed of 30 feet. The wings last until you're incapacitated, you die, or you dismiss them as a bonus action.

The affinity you chose for your Divine Magic feature determines the appearance of the spectral wings: eagle wings for good or law, bat wings for evil or chaos, and dragonfly wings for neutrality.

### Unearthly Recovery

At 18th level, you gain the ability to overcome grievous injuries. As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum. Once you use this feature, you can't use it again until you finish a long rest.

## Giant soul (UA)

### Jotun Resilience

The resilience of giants flows through your body. At 1st level, your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

### Mark of the Ordning

At 1st level, you discover innate magical abilities within yourself that are based on your giant heritage. Select one of the giant types from the Mark of the Ordning table. At 1st and 3rd level, you learn the spells associated with your choice, as shown in the table. These spells count as sorcerer spells for you, but they don't count against your number of sorcerer spells known.

#### Giant Type at 1st Level at 3rd Level

<b>Cloud</b>	Fog Cloud, Minor Illusion	Invisibility
<b>Fire</b>	Burning Hands, Fire Bolt	Flaming Sphere
<b>Frost</b>	Armour of Agathys, Ray of Frost	Hold Person
<b>Hill</b>	Heroism, Shillelagh	Enlarge/Reduce
<b>Stone</b>	Entangle, Resistance Spike	Growth
<b>Storm</b>	Shocking Grasp, Thunderwave	Gust of Wind

### Soul of Lost Ostoria

Starting at 6th level, you gain a benefit whenever you cast one of the spells granted by your Mark of the Ordning Feature.

**Cloud Giant.** Immediately after you cast any of your Mark of the Ordning spells, you can magically teleport as a bonus action. You teleport to an unoccupied space you can see that is no farther away than a number of feet equal to 10 + your Constitution modifier.

**Fire Giant.** You gain a bonus to the damage rolls of your Mark of the Ordning spells. The bonus equals your Constitution modifier (minimum of +1).

**Frost Giant.** Immediately after you cast any of your Mark of the Ordning spells, you gain temporary hit points equal to your Constitution modifier (minimum of 1). If the spell is Armour of Agathys, you instead increase its temporary hit points by an amount equal to your Constitution modifier (minimum of 1).

**Hill Giant.** Immediately after you cast any of your Mark of the Ordning spells, you can target up to two creatures within 5 feet of you that you can see. Each target must succeed on a Strength saving throw against your spell save DC or be pushed a number of feet away from you equal to 5 + your Constitution modifier (minimum of +1). A target can choose to fail this save.

**Stone Giant.** Immediately after you cast any of your Mark of the Ordning spells, you gain a bonus to AC equal to your Constitution modifier (minimum of +1) until the end of your next turn.

**Storm Giant.** Immediately after you cast any of your Mark of the Ordning spells, up to three creatures of your choice that you can see within 30 feet of you take lightning damage equal to your Constitution modifier (minimum of 1).

### Rage of Fallen Ostoria

Starting at 14th level, you gain the ability to channel the souls of your ancestors into your physical form. When you start casting a sorcerer spell on your turn and expend a spell slot, you can increase your size by one category - from Medium to Large, for example. This increase lasts for 1 minute. It ends early if you die or are incapacitated. Until it ends, you gain the following benefits:

- Your current hit points and your hit point maximum both increase by 1 per sorcerer level.
- Your reach increases by 5 feet.
- Your walking speed increases by 5 feet.
- You have advantage on Strength checks and Strength saving throws.
- You gain a bonus to the damage rolls of your melee weapon attacks; the bonus equals your Constitution modifier (minimum of +1).

Once you use this feature, you can't use it again until you finish a short or long rest.

### Blessing of the All Father

At 18th level, your Constitution score increases by 2, up to a maximum of 22.

In addition, you can now use Rage of Fallen Ostoria twice between rests, but no more than once on a turn. If you use that feature while under its effects, its increases to your size, hit points, reach, and walking speed are cumulative.

## Phoenix (UA)

### Ignite

At 1st level, you gain the ability to start fires with a touch. As an action, you can magically ignite a flammable object you touch with your hand—an object such as a torch, a piece of tinder, or the hem of drapes.

### Mantle of Flame

Starting at 1st level, you can unleash the phoenix fire that blazes within you.

As a bonus action, you 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.

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

### Phoenix Spark

Starting at 6th level, the fiery energy within you grows restless and vengeful. In the face of

defeat, it surges outward to preserve you in a fiery roar.

If you are reduced to 0 hit points, you can use your reaction to draw on the spark of the phoenix. You are instead reduced to 1 hit point, and each creature within 10 feet of you takes fire damage equal to half your sorcerer level + your Charisma modifier.

If you use this feature while under the effects of your *Mantle of Flame*, this feature instead deals fire damage equal to your sorcerer level + double your Charisma modifier, and your *Mantle of Flame* immediately ends.

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

### 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.

### Form of the Phoenix

At 18th level, you finally master the spark of fire that dances within you. While under the effect of your *Mantle of Flame* feature, you gain additional benefits:

- You have a flying speed of 40 feet and can hover.
- You have resistance to all damage.
- If you use your *Phoenix Spark*, that feature deals an extra 20 fire damage to each creature.

## Sea (UA)

### Soul of the Sea

At 1st level, your tie to the sea grants you the ability to breathe underwater, and you have a swim speed equal to your walking speed.

### Curse of the Sea

When you choose this origin at 1st level, you learn the secret of infusing your spells with a watery curse.

When you hit a creature with a cantrip's attack or when a creature fails a saving throw against your cantrip, you can curse the target until the end of your next turn or until you curse a different creature with this feature.

Once per turn when you cast a spell, you can trigger the curse if that spell deals cold or lightning damage to the cursed target or forces it to move. Doing so subjects the target to the appropriate additional effect below, and then the curse ends if the spell isn't a cantrip (you choose the effect to use if more than one effect applies):

**Cold Damage.** If the affected target takes cold damage from your spell, the target's speed is also reduced by 15 feet until the end of your next turn. If the spell already reduces the target's speed, use whichever reduction is greater.

**Lightning Damage.** If the affected target takes lightning damage from your spell, the target takes additional lightning damage equal to your Charisma modifier.

**Forced Movement.** If the target is moved by your spell, increase the distance it is moved by 15 feet.

### Watery Defence

At 6th level, you gain resistance to 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 sorcerer level plus your Charisma score, and then you can move up to 30 feet without provoking opportunity attacks. Once you use this special reaction, you can't use it again until you finish a short or 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 take only half damage from opportunity attacks, and you can

move through any enemy's space but can't willingly end your move there.

On your turn, you can move through any space that is at least 3 inches in diameter and do so without squeezing. When you stop moving, the regular squeezing rules apply if you're in a space one size smaller than you. You can't willingly stop in a space smaller than that, and if you're forced to do so, you immediately flow to the nearest space that can fit you, back along the path of your movement.

### Water Soul

Starting at 18th level, your being is altered by the power of the sea. You gain the following benefits:

- You no longer need to eat, drink, or sleep.
- A critical hit against you becomes a normal hit.
- You have resistance to bludgeoning, piercing, and slashing damage.

## Shadow

### Shadow Sorcerer Quirks

At your option, you can pick from or roll on the Shadow Sorcerer Quirks table to create a quirk for your character.

d6 Quirk

- 1 You are always icy cold to the touch.
- 2 When you are asleep, you don't appear to breathe (though you must still breathe to survive).
- 3 You barely bleed, even when badly injured.
- 4 Your heart beats once per minute. This event sometimes surprises you.
- 5 You have trouble remembering that living creatures and corpses should be treated differently.
- 6 You blinked. Once. Last week.

### Eyes of the Dark

From 1st level, you have darkvision with a range of 120 feet.

When you reach 3rd level in this class, you learn the Darkness spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can see through the darkness created by the spell.

### Strength of the Grave

Starting at 1st level, your existence in a twilight state between life and death makes you difficult to defeat. When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit.

After the saving throw succeeds, you can't use this feature again until you finish a long rest.

### Hound of Ill Omen

At 6th level, you gain the ability to call forth a howling creature of darkness to harass your foes. As a bonus action, you can spend 3 sorcery points to summon a hound of ill omen to target one creature you can see within 120 feet of you. The hound uses the dire wolf's statistics, with the following changes:

- The hound is size Medium, not Large, and it counts as a monstrosity, not a beast.
- It appears with a number of temporary hit points equal to half your sorcerer level.
- It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object.
- At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound.

The hound appears in an unoccupied space of your choice within 30 feet of the target. Roll initiative for the hound. On its turn, it can move only toward its target by the most direct route, and it can use its action only to attack

its target. The hound can make opportunity attacks, but only against its target. Additionally, while the hound is within 5 feet of the target, the target has disadvantage on saving throws against any spell you cast. The hound disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 5 minutes.

#### Shadow Walk

At 14th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

#### Umbral Form

Starting at 18th level, you can spend 6 sorcery points as a bonus action to transform yourself into a shadowy form. In this form, you have resistance to all damage except force and radiant damage, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object. You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

### Stone (UA)

#### Bonus Proficiencies

At 1st level, you gain proficiency with shields, simple weapons, and martial weapons.

#### Metal Magic

Your affinity for metal gives you the option to learn some non-sorcerer spells that focus on weapon attacks. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you can select the spell from the following list of spells, in addition to the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Spell level	Spell name
1 <sup>st</sup>	Compelled Duel
1 <sup>st</sup>	Searing Smite
1 <sup>st</sup>	Thunderous Smite
1 <sup>st</sup>	Wrathful Smite
2 <sup>nd</sup>	Branding Smite
2 <sup>nd</sup>	Magic Weapon
3 <sup>rd</sup>	Blinding Smite
3 <sup>rd</sup>	Elemental Weapon
4 <sup>th</sup>	Staggering Smite

#### 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 an action, you can gain a base AC of 13 + your Constitution modifier if you aren't wearing armour, and your skin assumes a stony appearance. This effect lasts until you end it as a bonus action, you are incapacitated, or you don't wear armour other than a shield.

#### 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 a dim, grey aura of earth magic that protects the target. Any bludgeoning, piercing, or slashing damage the target takes is reduced by 2 + your sorcerer level divided by 4. 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 teleport to an unoccupied space you can see within 5 feet of the attacker. You can teleport only if you and the attacker are on the same surface. You can then make one melee weapon attack against the attacker. If that attack hits, it deals an extra 1d10 force damage. This

extra damage increases to 2d10 at 11th level and 3d10 at 17th level.

### Stone's Edge

Starting at 14th level, your mastery of earth magic allows you to add the force of elemental earth to your spells. When you cast a spell that deals damage, choose one creature damaged by that spell on the round you cast it. That creature takes extra force damage equal to half your sorcerer level. This feature can be used only once per casting of a spell.

### Earth Master's Aegis

Beginning at 18th level, when you use your Stone's Aegis to protect an ally, you can choose up to three creatures to gain its benefits.

## Storm

### Wind Speaker

The arcane magic you command is infused with elemental air. You can speak, read, and write Primordial. Knowing this language allows you to understand and be understood by those who speak its dialects: Aquan, Auran, Ignan, and Terran.

### 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 10 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.

### 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 centred 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 centred 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.

## Wild magic

### Wild Magic Surge

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a

sorcerer spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge table\* to create a random magical effect.

#### Tides of Chaos

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again. Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

#### Bend Luck

Starting at 6th level, you have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

#### Controlled Chaos

At 14th level, you gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

#### Spell Bombardment

Beginning at 18th level, the harmful energy of your spells intensifies. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use the feature only once per turn.

\*find your own, maybe online or in one of the books