

CHAPTER 1: SORCERERS

THIS DOCUMENT COVERS THE SUBCLASSES for the most innately magical spellcasters of Rhyonis; Sorcerers. Through either bloodlines, magical suffusion, or some other intrinsic part of their very selves, Sorcerers are able to tap into the power of magic without study, faith, or practice. Though the most accomplished and renowned Sorcerers do hone their skills to their ultimate levels and can become living aspects of magic itself.

The following Origins are native to Rhyonis but are compatible with any 5e setting at the DM's discretion: *Blood*, *Fiendish*, *Inkblot*, *Life Essence*, *Lust*, *Madness*, and *Spore*.

All Rhyonis Homebrew content was made by myself, Rhyonis creator, Austin Rose. Thank you for taking a look at my work and I hope you look forward to seeing more! Until next time, remember, in a cold and dark world, we are each other's warmth and light!

BLOOD SORCEROUS ORIGIN

SCABS OF THEURGIUS

The unstoppable influence of the vampires of Theurgius has spread across Rhyonis in the 3000 years they've existed. Though their malice hasn't directly touched the blood of some folk, turning them into their lecherous ilk, the magic of The Mistress still manages to taint. The Goddess of Lust and Vampires is arguably one of the most powerful gods in the entire pantheon of Rhyonis. Her mere presence in the realm has provided an influx of magical ability that has blessed some spare few with a wondrous power over that which Her children feast upon. These beings are known as Blood Sorcerers and, while they don't need to drink the blood of the living to sustain themselves, they do have the power to manipulate the blood flow in others by sacrificing their own. These sorcerers serve as a walking reminder of the darkness locked within Theurgius' shore and how far the influence of The Mistress truly spreads.

BLOOD SPELLS

Starting at 1st level, and upon reaching new spell levels in this class, your innate magic from your blood spills forth in various innate magic spells. These count as Sorcerer spells for you if

they are not otherwise, and do not count against the total number of spells you may know.

LIFE ESSENCE SPELLS

| Sorcerer Level | Spells |
|----------------|-----------------------------|
| 1st | Chill Touch, Inflict Wounds |
| 3rd | Hold Person |
| 5th | Vampiric Touch |
| 7th | Death Ward |
| 9th | Globe of Transference |

CRIMSON AMPLIFICATION

At 1st level, you may amplify the nature of your spells by imbuing them with your blood. When you cast a spell that deals damage, you may choose to expend and suffer a Hit Die in damage to increase the damage of a spell you cast by the amount rolled plus your Charisma Modifier. This only increases the damage of one roll for the spell and is dealt as necrotic damage. For example, you can increase the damage for one ray from Scorching Ray, potentially choosing to amplify a critical hit and rolling the additional damage twice. Alternatively, you can amplify a Fireball and deal additional damage to all targets afflicted by the spell.

LIFE DRINKER

Also at 1st level, you can draw on the power of your blood to pull the target's into yourself and increase your recovery rate. A number of times per long rest equal to your Proficiency Bonus, when you damage a creature with a spell, you may expend a Hit Die to recover health as part of the spell. You recover the amount rolled and receive a number of Temporary Hit Points equal to your Charisma Modifier.

EMBOLDEN BLOOD

Upon reaching 6th level, your magic and your blood comele within your body to give you extra durability and vigor. When calculating your Hit Points, you may choose to use your Charisma Modifier in place of your Constitution, if it is higher. Additionally, you may expend 2 Sorcery Points as an Action to harden your blood and flesh, increasing your AC by an amount equal to your Charisma Modifier for 1 hour.

REJUVENATING SORCERY

At 14th level, when you become afflicted by a disease or poison, you have the ability to force them out of your body exceptionally quickly. You gain resistance to poison damage and have advantage on saves to resist and overcome

disease and poison. You may also use an Action to expend 3 Sorcery Points to cleanse your blood, immediately purging it of any disease or poison you are under the effects of.

CONSTRICT THE FLOW

Once you reach level 18, you are able to completely stop the blood in a creature's body. This ability has no effect on creatures without blood such as plants, some undead, and constructs. All others, however, are breakable toys at your fingertips. By expending 5 Sorcery Points, you target a creature within 120 ft. of you and force them to make a Constitution saving throw. On a failure, they are immediately petrified and are effectively dead as their blood scabs within their veins and turns them entirely to stone. On a success, the target takes an amount of necrotic damage equal to half of their current hit points. Once you use this feature, you may not do so again until you complete a short rest.

FIENDISH ORIGIN

CHILDREN OF VIOLENT DELIGHTS

During the War of Claiming, a great deal of fiendish influence spilled over into Rhyonis and has wrought absolute havoc on the course its history was meant to take. During this time, devils and demons have affected a great number of Rhyonians, primarily humans, in horrifically negative ways. None of these affectations have been more harmful or gruesome than the tainting of entire bloodlines, infusing the lineage of their targets with fiendish essence. While some of these bloodlines have transformed into Corrusouls, some people have maintained their pure human ancestral appearance, for the most part with the fiendish heritage resulting in more subtle ways such as Fiendish Sorcery.

DEVILISH HERITAGE

Devils have wormed their ways into the minds of humanoids across Rhyonis from even before they stepped foot on the realm, leaving hidden messages and relics for the unlucky or foolish to uncover. They would promise of power or protection or other boons only to inevitably cause the great calamity. Fulfilling their purpose with the hidden scrolls, this was wrought by the human magus collective known as the Quindecim, resulting in the War of Claiming and the horrors it would bring upon the mortals of the realm. Devil Origin Sorcerers are known to conjure flames and imps and cunning members of their ilk to bargain and trade for greater power.

DEMONIC HERITAGE

Demons, unlike devils, are more carnal and revel in chaos and destruction. They inevitably followed on the coattails of the Devils into Rhyonis, carrying their bloody war with their fiendish cousins and celestial counterparts from the Trinity Realm into Rhyonis. The demons that first came to Rhyonis nearly tore it asunder and have left their putrid make on the realm for the worse. Demonic Origin Sorcerers are known to spew venom, summon horrifying demons, and laugh in the wake of their carnage.

FIENDISH CASTING

Starting at level 1, and when you reach new spell levels as a Sorcerer, you learn new spells that allow you to conjure forth kin of your fiendish blood. These spells are determined by your Demonic or Devilish Heritage, chosen upon selecting this Sorcerous Origin, and require you focus on a specific type of creature. These spells do not, however, count against the total number of spells you may know and are considered Sorcerer spells for you if they are not already.

FIENDISH SPELLS

| Spell Level | Spells |
|-------------|---|
| 1 | Find Familiar (Imp or Quasit only) |
| 2 | Flock of Familiars (Imp or Quasit only) |
| 3 | Summon Lesser Demons/Devils |
| 4 | Summon Greater Demon/Devil |
| 5 | Planar Binding (fiend only) |

FIENDISH STRIKE

Starting at level 1 as a Fiendish Origin Sorcerer, you learn the *Primal Savagery* cantrip, treating it as a Sorcerer cantrip for you. This version of *Primal Savagery* deals an additional amount of damage equal to your Charisma Modifier. This damage is poison if you are of Demonic heritage or fire damage if you are Devilish heritage.

FIENDISH TRANSFORMATION

Once you reach level 6, you are able to tap into your fiendish blood to allow your heritage to take root and transform you into a minor fiendish version of yourself. By spending 3 sorcery points as a Bonus Action, you are able to undergo this transformation which lasts for 1 minute. During this time, you gain temporary sorcery points equal to your Charisma Modifier, increase your AC by your Proficiency Bonus, and gain temporary hit points equal to your Charisma score. At the end of this minute, you lose all of

these benefits. You may only use this feature once per short rest. Additionally, you may now attack twice with *Primal Savagery*.

GREATER FIENDISH TRANSFORMATION

At level 14, you are able to use your *Fiendish Transformation* twice per short rest and, while you are transformed, your *Primal Savagery* deals d12s as opposed to d10s, the additional damage you deal is now double your Charisma Modifier, and you bypass resistance for all damage you deal with it. Also, your concentration on your Fiendish Casting Spells can no longer be broken as a result of taking damage.

TRUE NATURE

Upon reaching level 18, you are a paragon of fiendish might and are truly a force to be reckoned with. Once per long rest, you are able to cast *True Polymorph* on yourself to transform into the base form of any Demon or Devil (Depending your heritage) with a challenge rating that is equal to or lower than your Sorcerer Level. When you do so, you retain your mental ability scores and the ability to cast your Sorcerer spells on top of any features the creature you transformed into has.

INKBLOT SORCEROUS ORIGIN

MARKED BY MAGIC

Special sorcerers are the font of magic from within. These rare casters are known as Inkblot Sorcerers and are identified by the magical birthmark they have total control over. The sorcerer is able to manipulate the size, color, placement, and design of this mark, which looks like an ordinary tattoo. This mark is actually the source of the sorcerer's power and is the visible concentration of magic within their body. Depending on the power of the sorcerer, the mark, or Inkblot as they often refer to it as, can be difficult to conceal as it holds more magic than most other sorcerers contain in their whole body. Regardless of the power level of the sorcerer's Inkblot, Inkblot Sorcerers are wildly popular as performers, able to captivate massive crowds with their magical prowess and demonstrations. Other Inkblot Sorcerers, however, can often feel ostracized for these marks as the extent of their power is unknown and people may quickly come to fear them.

FLEXIBLE SPELLCRAFT

Controlling the tattoo is a paltry cantrip for the Inkblot Sorcerer but from altering the Inkblot,

they are able to tap into all types of magic that makes them unpredictable. The selection of spells an Inkblot Sorcerer can know is more diverse than any other spellcaster in the realm as they are magic incarnate; living beings given life and imbued with the Remnant of Magic itself. This Remnant of Power directly connects the sorcerer to the Realm of Power and a fallen deity of magic that is a part of the fabric of Rhyonis' reality. As the sorcerer grows in power, they are able to retain the magic they draw from their mark which makes every Inkblot Sorcerer unique from the next. These variations from sorcerer to sorcerer are extremely evident when one examines the wondrous Inkblots that crawl across their skin like ink across a page.

INKBLOT SPELLS

Inkblot Sorcerer's automatically learn the *Disguise Self* spell starting at level 1 and it does not count against the total number of spells they may know. Also, whenever an Inkblot Sorcerer levels up and chooses a new spell or replaces a spell they already know, they can choose to retain a spell they've utilized with *Inkblot Tap*. Additionally, at levels 3, 5, 7, and 9, you can choose any spell from any class' spell list to add it to the number of spells you know but they do not count against the total number of spells you can know.

INKBLOT SPELLS

| Sorcerer Level | Spells |
|----------------|-------------------|
| 1 | Disguise Self |
| 3 | Any Level 2 Spell |
| 5 | Any Level 3 Spell |
| 7 | Any Level 4 Spell |
| 9 | Any Level 5 Spell |

INKBLOT TAP

Starting at level 1, you are able to call upon the magic of your Inkblot to cast a chosen spell you bind within the magical mark. At the end of the long rest, you can choose a spell from any class' spell list so long as it is of a level you are able to cast. You may add it to your number of spells known as you draw power from the tattoo and transform it into a reflection of the spell. This spell does not count against the total number of spells you may know and counts as a Sorcerer spell for them if it is not otherwise. You are able to cast the chosen spell, at its base level, a number of times per long rest equal to your Charisma Modifier but may also use spell slots to cast the spell as normal. Additionally, at any point you have one to spend, you may use a Sorcery Point as a Bonus Action to change or conceal the Inkblot however you would like. At

level 9, you are able to morph your Inkblot into several pieces, imbuing them with a number of spells equal to half of your Proficiency Bonus. These spells are all able to be cast with spell slots but draw from the same pool of free casts from the *Inkblot Tap* feature.

INK SKIN

Once you reach level 6, you may bring your magic to the surface to defend yourself. As a Bonus Action, you may expend a number of Sorcery Points up to your Charisma Modifier to increase your Armor Class by an equal amount, if you are not wearing armor. *Ink Skin* lasts for a number of hours equal to your Proficiency Bonus and, while it does, you may choose one physical damage type (bludgeoning, piercing, or slashing) to gain resistance to. This damage type may be changed each time you cast *Ink Skin*.

REPLENISH

Upon reaching level 14, you are able to recycle your personal health to restore your stores of magic. Once per long rest, upon taking a short rest, you may expend a number of Sorcery Points up to your Charisma Modifier to replenish your *Inkblot Tap* pool up to its maximum. Alternatively, you may expend a Hit Die, and an equal amount of Hit Points, to recover a number of Sorcery Points equal to the number rolled plus your Charisma Modifier.

UNLEASH POTENTIAL

At level 18, you are able to release the binds of your magic within and allow the raw power of its magnitude to devastate all before it. By expending at least 10 Sorcery Points, and an additional amount up to your Charisma Modifier, you can deal a massive amount of force damage equal to all creatures within a destructive sphere of pure energy. In a 150 ft. radial area centered on you, all creatures must make a Constitution saving throw against your Spell save DC. Creatures that fail take 75 points of force damage, plus 5 per additional Sorcery Point spent beyond the required 10, and are stunned until the end of your next turn. You may also expend remaining charges of your *Inkblot Tap* to increase the damage dealt by an additional 10 per charge spent. Creatures that succeed this saving throw suffer half as much damage and are not stunned. If you survive unleashing your potential, your body suffers immense damage as you suffer two levels of exhaustion on top of half of the potential damage dealt by the explosion. Additionally, you take one extra level of exhaustion for every other point of your *Inkblot Tap* used. Once unleashed, you must wait a

week before you are able to perform this feature again.

LIFE ESSENCE ORIGIN

CHILDREN OF RHYONIS

Though all living things within the realm are considered children of Rhyonis, certain First People and by extension their descendants, have walked away from their Creator with the ability to harness the very Life Essence within them that keeps them alive. These rare and powerful Sorcerers are able to create all sorts of wonders from restoring wounds, to calling on elemental forces, to invigorating growth in the wilds. Wherever a Life Essence Sorcerer is found, an abundance of wild life and joy is not far behind.

LIFE ESSENCE SPELLS

Starting at 1st level, and upon reaching new spell levels in this class, your innate magic from your Life Essence blossoms forth in various, nature based magic spells. These count as Sorcerer spells for you if they are not otherwise, and do not count against the total number of spells you may know. Whenever you level up in this class and are able to swap out a spell for another one from the Sorcerer Spell List, the spell you choose may be from any class' spell list, so long as it is of equal or lesser level and is able of restoring hit points to a target.

LIFE ESSENCE SPELLS

| Sorcerer Level | Spells |
|----------------|--|
| 1st | Druidcraft, Spare the Dying, Cure Wounds |
| 3rd | Lesser Restoration |
| 5th | Revivify |
| 7th | Aura of Life |
| 9th | Mass Cure Wounds |

ONE WITH THE ESSENCE

At 1st level, your life force is easily mended and fends off Death Essence stronger than those of normal humanoids. You have resistance to necrotic damage and whenever you have hit points restored to you, you recover an additional amount equal to your Constitution Modifier.

SHARED LIFE

Also at 1st level, you are able to harness your own Life Essence to restore others. A number of times per long rest equal to your Proficiency Bonus, when you cast a spell of 1st level or higher that restores hit points to a creature other than yourself, you can choose to expend one of your Hit Die. Roll the Hit Die and suffer that much damage (this cannot be reduced in

any way). Your target regains additional hit points equal to the amount rolled plus your Constitution Modifier. Note: If you multi class and have various sized Hit Dice, you may choose to expend any of them for this feature.

CAPTURE THE ESSENCE

Upon reaching 6th level, when a creature within 30 ft. of you dies, you may use your Reaction to siphon the last remaining bits of Life Essence from their body, restoring 2 expended Sorcery Points, as well as hit points to yourself equal to a Hit Die plus your Constitution Modifier, assuming you are missing any hit points. You may perform this feature once per short rest, or by expending a spell slot of 3rd level or higher.

ESSENCE BOLSTER

At 14th level, you weave Life Essence like thread through a tapestry and can fortify someone's Life Essence with your magic. Whenever you expend Sorcery Points on a spell or ability that restores hit points to another, you also grant yourself and the target an amount of temporary hit points equal to your Charisma Modifier plus the number of Sorcery Points spent on the ability.

A FORK IN THE PATH

Once you reach level 18, you are able to manipulate Life Essence so masterfully, you can reach into the Grey Lit Path to guide a soul back to Rhyonis. Following the rules for the spell *True Resurrection*, so long as you have at least 9 Sorcery Points to spend on the casting, and the soul has not Reincarnated or been permanently destroyed, you may bring the soul back to the living. Additionally, whenever you do bring a soul back from the dead, you no longer need to perform a *Spirit Calling Ritual*.

LUST SORCEROUS ORIGIN

APHRODISIAC MAGIC

Those of the Lust Sorcerous Origin are naturally gifted with powerful enchantment magic as part of their innate charm. Be it through pheromones, body language, or simple gestures, the essence of desire pulses through a Lust Sorcerer's every move. Many find themselves leading chaotic lives of daring adventure or charming their way to the top of powerful organizations while some use their magic to avoid detection all together. There have been many a soul and corporation that have seen their foundation crumble to ruin at the hands of a Lust Sorcerer, the most famous example of one

of these casters being The Mistress, Goddess of Lust, Mother of Vampires.

PEROMONE FRIENDS

Starting at level 1, you automatically know the *Friends* cantrip, your power of presence making people eager to want to engage with you. When *Friends* ends on a target, they must make a Charisma save against your Spell Save DC. On a failure, the target does not perceive the effect as a charm, simply that they wished to aid you of their own accord.

SILVER TONGUE, AS OF SPELL

Also at 1st level, you gain proficiency in the Persuasion skill. Regardless of whether or not you were proficient in Persuasion before this feature, you have Expertise in Persuasion checks, doubling your proficiency bonus, against any target under the effects of your *Friends* spell, or any other Charm effect you may have in place over someone.

RELUCTANT DEPARTURE

At 3rd level, your sway over desire deepens and you can reuse your successful bits magic as its essence clings to you, loathe to leave you itself. When you successfully Charm a target with a spell of 1st level or higher, you can regain one Sorcery Point, up to your maximum. This feature may only be used a number of times per long rest equal to your Proficiency Bonus.

MASSIVE INFLUENCE

Upon reaching 6th level, you gain the Twinned Spell Metamagic. Unless you've chosen it as one of your actual Metamagic options, you may only use it with Enchantment spells. Also, you may expend additional Sorcery Points to target additional targets of an Enchantment with Twinned Spell to a maximum of your Charisma Modifier. (NOTE: Enchantment Spell targets do not have to be within 5ft of each other for this version of Twinned Spell, just within the range of the spell).

PERSISTENT INFLUENCE

Starting at 14th level, your magic's influence knows no bounds and will invade even the most guarded of minds. When confronting a foe immune to Charm effects, you may expend Sorcery Points (minimum of 2) equal to their Wisdom Modifier to negate the immunity for the duration of a single Enchantment Spell. (NOTE: This is done as part of the casting of the spell and you do not need to know the target's Wisdom Modifier before using this feature.)

TANTILIZING SUGGESTIONS

At 18th level, toying with the minds of your targets is practically child's play. You are able to cast the *Suggestion* spell at will without requiring concentration.

MADNESS ORIGIN

REMNANTS OF A REMNANT

From the realm that existed before Rhyonis, the Realm of Power, there are shattered remnants of the fallen gods that Power once created. These are commonly referred to as Remnants of Power and they are fragments that maintain a modicum of the power, instability, and sentience that the concentrated form they once held possessed. The most profound source of fear in all of Rhyonis is none other than the hyperbolic manifestation of madness, a creature known as the Kollywumpus, which is the Remnant of Madness. Initially coming into existence by way of the collective fear of the unknown within the Qartian island of Corrovohn, the Kollywumpus is a wicked aberration of malice reveling in chaos. It has since been destroyed by a gnomish man named Jorrah and a fragment of this creature known as Kosha the Shadow. Since its destruction, having been shattered into countless pieces- some manifesting as lingering shadows of the Kollywumpus' former might-known as Whisper Fiends. Sometimes, they manifest in humanoid forms as people capable of intense magical capability. These people can whisper fear and madness into their foes and are known as Madness Sorcerers, harnessing the power of the psyche to devastate those who would stand in their way.

SEEDS OF MADNESS

The deepest fears and nightmares are capable of lodging themselves deep within the minds of those that they plague. These are referred to as Seeds of Madness and are capable of appearing in anyone who comes into psychic contact with any fragment of the Kollywumpus, the Remnant of Madness. They are also said to be planted by Whisper Fiends, which are lesser fragments of the Kollywumpus left after its destruction, and, of course, by their controller; Ammorolite, the Giddess of Nightmares. While Madness Sorcerers are incapable of manipulating a Seed of Madness, they very well may, wittingly or not, implant one in their foes themselves. Their magic is so powerful and determined in its own right that sometimes their spells get away from them and will break down the will of those that they are targeted against. These Seeds can inevitably grow to over take their host on their

own, or under the influence of their carrier's own madness, ultimately becoming Ammorolite's playthings.

MADNESS SPELLS

Your innate connection to the Kollywumpus and the Remnant of Madness it holds within grants you frightening power. This manifests as certain spells when you reach certain levels as a sorcerer. These spells are automatically granted to you, count as sorcerer spells for you if they are not normally, and do not count against the total number of spells you may know.

MADNESS SPELLS

| Spell Level | Spells |
|-------------|-------------------------------------|
| 1 | Cause Fear, Dissonant Whispers |
| 2 | Crown of Madness, Tasha's Mind Whip |
| 3 | Enemies Abound, Fear |
| 4 | Confusion, Phantasmal Killer |
| 5 | Gaes, Synaptic Static |

MAD MIND

At 1st level, you gain resistance to psychic damage. You also learn one of your choice from the *Mind Sliver* or *Vicious Mockery* cantrips. They are both considered sorcerer cantrips for you and do not count against the number of your known cantrips. Also, whenever you deal psychic damage with a sorcerer cantrip or sorcerer spell to a target within 30 feet of you that can see you, both you and your target take psychic damage equal to your Charisma Modifier, in addition to the spell's effects. Lastly, a number of times per long rest equal to your Proficiency Bonus, when you target a creature with a fear-inducing effect that is normally immune to the frightened condition, you may force them to make a Charisma saving throw against your spell save DC to bypass their immunity for the purpose of the triggering spell or effect.

ROAMING MIND

Starting at level 6, you gain telepathy out to 100 feet. You also gain proficiency in Wisdom saving throws. When a creature forces you to make a Wisdom or Charisma saving throw, you can use your Reaction to expend a number of sorcery points to deal psychic damage to them if they fail a wisdom saving throw equal to your spell save DC. The damage dealt equals to 1d8 per Sorcery Point spent, or half as much on a success. Additionally, if the target fails the Wisdom saving throw, their spell or effect fails and they are unable to learn any information about you.

INVOKE INSANITY

Upon reaching 14th level, when you use Sorcery Points on a spell targeting a creature within 60 ft of you, you dive into their subconscious briefly. You can gain access to their surface thoughts per the *Detect Thoughts* spell for a number of rounds equal to your Charisma Modifier (Min. 1). During this time, the target makes attack rolls against you, and saving throws against your spells that may frighten them, with disadvantage as you target their personal fears. After this effect ends, you suffer psychic damage equal to 1d6 per sorcery point spent on the triggering effect.

PROBING INSANITY

Once you reach level 18, your spells that deal psychic damage cut to a deep level of the target's mind. When you deal psychic damage to a target, they make all saving throws against your spells with disadvantage, regardless of properties, features, or abilities for the next minute. You can also expend 4 Sorcery Points to dive deep into the mind of a target within range of your telepathy, without their knowledge. You can maintain this connection so long as they are within the same range. You also learn the *Psychic Scream* spell, not counting against the total number of spells you may learn.

SPORE SORCEROUS ORIGIN

MAGICAL SYMBIONTS

Within Rhyonis, magic pulses through the air like a force of nature; gravity, oxygen, etc. It touches everything and moves through it as an intangible force that can be harnessed through various means. Some people naturally have a connection to these layers of magic and they are known as Sorcerers. Sorcerers have innate magical abilities that are simply apart of their biology that gives them the ability to create and harness the magic around them. As magic touches everything, so too does it overlap at times. A specific sorcerer breed exists within Rhyonis known as Spore Sorcerers. These spellcasters have come in to contact with magical fungus that feeds off of their magic and transforms the spells they cast into clouds of spores, fungal fields, or voracious internal forces that help to fight off invasive matter.

SPORE CLOUD

Starting at level 1, you project a cloud of spores that are infused with magic 10 ft around you. As a Free Action, you can cause these spores to

illuminate, shedding bright light within 5 ft of you and dim light for another 10 ft. This lasts until you dismiss it as a Free Action. Additionally, while illuminated in this way, creatures of your choice that start their turn within the cloud must make a Constitution saving throw or suffer your Charisma Modifier in poison damage, or none on a success. Conversely, you may also infuse yourself or an ally with the spores to recover hit points. A number of times per long rest equal to your Proficiency Bonus, you are able to expend a Sorcerer Spell Slot, to cast the *Cure Wounds* spell, using your Charisma as the casting modifier.

RESILIENT BIOLOGY

Also at 1st level, the spores within your body act in your defense to fight off invasive substances. You gain resistance to poison damage and make saves against poison with advantage.

PERSISTENT POISONS

At 3rd level, your spores become determined to feed and decay. Any spell you cast that deals poison damage ignores resistance to poison damage.

RETRIBUTIVE SPORES

Upon reaching 6th level, you gain the *Retributive Spore** spell, counting it as a Sorcerer spell for you, but it does not count against the number of spells you may know. Also, when an enemy is damaged by your Spore Cloud and you do not have any temporary hit points, you gain an amount equal to your Charisma Modifier.

FUNGAL FORM

Starting at 14th level, you are able to expend 4 Sorcery Points to transform into a *Shambling Mound* infested with your spores as a Bonus Action. This form lasts for an hour, until you drop to 0 hit points, it is dispelled, or you dismiss it early as a Bonus Action. While in this form, you are only able to cast poison based spells, and your melee attacks deal an additional amount of poison damage equal to your Charisma Modifier. While in this form, you maintain your mental stats but your physical stats reflect your new form, but are unable to utilize any of the features of any items or equipment in your possession. As an Action, you or a creature may make an Investigation check equal to your Spell Save DC to retrieve an object from within your form.

SPORE STORM

At 18th level, your spores have become a deadly force of your repertoire and you're able to expel

them across an entire battlefield. As an Action, and then as a Bonus Action on every subsequent turn for a minute, or until you lose concentration, you project a swirling storm of spores in a 60 ft. radius. Every creature that starts its turn in the area is affected by the spores, of which, you have such precise control, you're able to select the condition they must save against. Once you use this feature, you must complete a long rest before you're able to use it again. There are a list of 6 possible effects of the *Spore Storm* and you are able to choose a different effect for each creature on each turn the storm persists. A creature may only be afflicted with one condition at a time. With the exception of Sustain, all conditions require a successful Constitution save to negate.

SPORE STORM

| Storm Condition | Effect |
|-----------------|--|
| Choke | The target is Silenced |
| Sustain | The target heals for 1d6 + Charisma Modifier |
| Drain | The target suffers poison damage 1d6 + Charisma Modifier |
| Blind | The target is blinded |
| Deafen | The target is deafened |
| Weaken | The target deals ½ damage with Strength based attacks |

RETRIBUTIVE SPORES*

3rd-level Evocation

Casting Time: 1 Action

Range: Touch

Components: M (A Mushroom Cap)

Duration: 1 minute

Make a melee spell attack, affixing the mushroom cap to the target's body. On a successful hit, the target is afflicted with spores that damage them as well as healing their attackers. While infected and struck with a melee attack within 5ft of the target, the afflicted takes poison damage equal to your spell casting modifier and the attacker is healed for the same amount. The magic in these spores last for one minute and at the end of their turn, the target can make a CON save to force the spores out early.