



YORVIING'S SORCEROUS GRIMOIRE: CHILDREN OF THE CYCLES

D&D HOMEBREW

A supplementary compendium for sorcerers whose magic originates from the four seasons and the natural cycles of the world for the world's greatest roleplaying game

INTRODUCTION

The powers that sorcerers wield can both originate from and manifest themselves in a variety of ways. From the raw strength of storms to the almighty power of dragons, sorcerers are some of the most unique magic wielders of the land.

This compendium is meant to provide several additional options for sorcerers with abilities and powers that relate to some of the most prominent cycles found in nature: the cycles of the seasons (spring, summer, autumn, winter), the cycles of the moon, and the life cycles of trees. Sorcerers made from this compendium are those that have strong connections to these natural cycles, and in turn are incredible beings to behold; they can command powers of the seasons, magic from the moon, or warp trees and wood.

The options presented in this compendium are part of the second installment of a new series of sorcerous origin compendiums that will allow for more options with which to create sorcerers with. This series, called **Yorviing's Sorcerous Grimoires**, will set forth new choices to let people create sorcerers that will fill a certain niche, build, or character type that they may have had trouble with creating prior.

So please, without further ado, I hope that you find much fun, excitement, and ideas within this, the second installment of **Yorviing's Sorcerous Grimoires**, *Children of the Cycle*.

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NOTES TO DM'S AND PLAYERS

The sorcerer subclasses presented in this compendium are rather niche ones, to be sure. Additionally, they are presented as being a tad stronger than base subclasses. The reason for this is to add a bit more 'umph' to the sorcerer class (because who doesn't like feeling a bit powered here and there, as well as having a few more spells and abilities at your disposal?)

However, that is not to say that these subclass options are meant to be overpowered. My two main purposes for the routes that I went with in creating these were the following:

- Allowing for an extended spell list for sorcerers. This is due to the fact that it makes more sense for a sorcerer who, say, wields lightning, to know some lightning spells by default. The same can be said for fire, earth, etc etc.
- Allowing for some additional abilities and features that make sense for the subclass, for both in and out of combat. These can be environmental adaptations, body enhancements, or tools for special interactions.

DM's, feel free to edit or modify any of these subclasses to fit your player, campaign setting, or house rules. Again, these are meant just for fun and to have additional options available. So please, have fun!

SORCEROUS ORIGIN: FLOWER CHILD

The season of spring is a time of rebirth, renewal, and revitalizing growth, as animals awaken from hibernation, flowers begin to bloom, and the land returns from the dreary blanket of winter to the welcoming warmth of blue skies and vibrant green growth.

You are a sorcerer of this powerful energy, and manifest it in the form of one spring's most signature features: blooming flowers. Perhaps you were born on the first day of spring, or are the descendent of a powerful dryad or a deity of nature. You may even have come from a bloodline of powerful druids, or had your powers awakened by a magical flower. Whatever the case may be, you are a sorcerer of joy and vibrance, but a powerful one still.

FLOWER CHILD QUIRKS

d6 Quirk

- 1 You always smell like sweet, blooming flowers.
- 2 From your hair to your skin to your clothing, you are quite a colorful individual.
- 3 Animals that help to pollinate flowers are your favorite kind.
- 4 You know that everything has its chance to shine, its chance to 'bloom'.
- 5 You keep flowers with you at all times, and your skin has occasional little thorns on it.
- 6 You are at your best when spring is in the air, and everything is beginning to return from winter.

FLOWER CHILD FEATURES

Sorcerer Level	Feature
1st	Natural Knowledge, Flower Speech
6th	Rejuvenating Bloom
14th	Blossoming Life
18th	Floral Mastery

MAGIC OF THE SPRING

Your connection to spring and flowers gives you the option to learn some additional spells that focus on plants and vines. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>entangle</i>
3rd	<i>spike growth</i>
5th	<i>plant growth</i>
7th	<i>grasping vine</i>
9th	<i>wrath of nature</i>
11th	<i>wall of thorns</i>

NATURAL KNOWLEDGE

Starting at 1st level, your knowledge of flowers and nature has granted you proficiency in the Nature skill and the Herbalism Kit.

You also learn the *thorn whip* cantrip, which counts as a sorcerer cantrip for you.

FLOWER SPEECH

Beginning at 1st level, you have gained the ability to communicate with flowers. You can speak to flowers and plants as if using the *speak with plants* spell.

Additionally, bees, butterflies, hummingbirds, and any animal who helps to spread pollen treat you with respect, and whenever you make a Charisma check when interacting with any of these types of animals or flowers, your Proficiency bonus is doubled if it applies to the check.



REJUVENATING BLOOM

Starting at 6th level, your connection to flowers has granted you the ability to move through nonmagical difficult terrain at the cost of no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Additionally, you are able to send rejuvenating energy to your allies. As an action, you can spend 3 sorcery points to let flowers that are either on you or held by you bloom, sending pollen and sweet aromas towards others, allowing creatures of your choice up to your Charisma modifier and within a 30 feet radius of you to gain temporary hit points equal to half your sorcerer level, as well as having advantage on saving throws against being charmed for 1 minute. This range increases to 60 feet at 14th level.

BLOSSOMING LIFE

At 14th level, you have learned how to use nourishing energy akin to how flowers and plants can. You do not need to consume food per long rest so long as you have spent at least 1 hour in direct sunlight.

Additionally, you can cause your blooming flowers to carry additional healing qualities. When you use your Rejuvenation Bloom feature, creatures who benefit from it regain hit points equal to half your sorcerer level, and have advantage on saving throws against being poisoned for 1 minute.

FLORAL MASTERY

By 18th level, you have become a beautiful aspect of nature. You gain immunity to the charmed condition, and when a plant creature attacks you, that creature must make a Wisdom saving throw against your sorcerer spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Additionally, you have learned how to send blooming flowers onto your enemies that benefit your allies. As an action, you can spend 4 sorcery points to cause flowers to spread to creatures of your choice within a 90 foot area. Each creature must make a Constitution saving throw against your sorcerer spell save DC, or the flower roots itself onto their body, and the creature takes piercing damage equal to your sorcerer level. When the creature takes damage, the flower sends into the air a sweet smelling pollen within a 10 foot radius of the creature. Allies of your choice who are within this area regain hit points equal to your Charisma modifier. A creature who has a flower rooted into them can repeat the saving throw again, or take additional piercing damage equal to half your sorcerer level on a failed save, and ending the effect on a success. Creatures without blood, such as constructs or invisible undead, are immune to this effect.

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

SORCEROUS ORIGIN: SUNBLESSSED

The season of summer is a time for things in nature to thrive, to bask under the warm brilliance of the sun. The days become longer, and many flock to activities outside, all the while as the sun shines gloriously above them.

You are a sorcerer imbued with the heat of summer and the might of the midday sun. Thus, the power of both flame and solar radiance are yours to command. Perhaps you were born during a summer solstice, or an incredible celestial being blessed your family long ago. However you came to have these powers, you are a wielder of both fire and the strength of the sun.

SUNBLESSSED QUIRKS

d6 Quirk

- 1 You enjoy being in sunlight as much as possible.
- 2 Your body never appears to be effected by long exposure to sunlight.
- 3 The footsteps you leave seem to singe, as if slightly burned.
- 4 Your eyes seem to shine or twinkle brightly, and your skin is always warm to the touch.
- 5 You envy the power of the sun, as you wish that you could be so grossly incandescent.
- 6 Your hair is a vibrant blonde, red, or auburn color.

SUNBLESSSED FEATURES

Sorcerer Level	Feature
1st	Soul of the Sun, Light of the Dawn
6th	Strength of the Flame
14th	Heart of the Sunflare
18th	Aspect of the High Noon

MAGIC OF THE SUN

Your connection to summer and the sun gives you the option to learn some additional spells that focus on fire, heat, and solar radiance. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>guiding bolt</i>
3rd	<i>continual flame</i>
5th	<i>daylight</i>
7th	<i>aura of life</i>
9th	<i>dawn</i>
11th	<i>sunbeam</i>

SOUL OF THE SUN

At 1st level, you learn the *light* and *control flames* cantrips. In addition, you have advantage on Perception checks made in daylight.

You also learn to read, write, and speak Celestial, and you always know the position of the sun, even when underground.

LIGHT OF THE DAWN

Beginning at 1st level, as a bonus action you can cause your body to radiate bright light in a 10 foot radius from you, with dim light out an additional 10 feet. You can end this effect at any time.

In addition, you can attune yourself to the sun to gain additional strength from it. By spending 1 minute in direct sunlight by meditating, you gain temporary hit points equal to half your sorcerer level plus your Charisma modifier.

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

STRENGTH OF THE FLAME

At 6th level, you gain resistance to fire and radiant damage.

In addition, whenever you start casting a spell of 1st level or higher that deals fire or radiant damage, blinding flames or light suddenly shine from you. This light causes creatures of your choice that you can see within 10 feet of you to make a Wisdom saving throw against your spell save DC. On a failed save, the target is blinded until the beginning of their next turn.

HEART OF THE SUNFLARE

By 14th level, you have become accustomed to heat and brightness. You are unaffected by the effects of extreme heat, and you are immune to the blinded condition.

In addition, when you cast a spell that deals fire or radiant damage, you can spend 2 sorcery points to make one target of the spell receive additional fire or radiant damage equal to half your sorcerer level.

ASPECT OF HIGH NOON

At 18th level, your very essence is powered by the sun. You gain immunity to fire and radiant damage.

In addition, you can spend 5 sorcery points to wreath yourself in bright flames or light. For up to 1 minute while in this form, you gain the following benefits:

- Spells you cast that deal fire or radiant damage ignore resistances to fire and radiant damage, and treat immunities to fire and radiant damage as resistances.
- Whenever you are subject to fire or radiant damage, you instead regain hit points equal to 1/4th the damage dealt.
- Lights or flames within a 20 foot radius of you cannot be extinguished or dimmed by any means. Any extinguished lights or flames become reignited when they are within this aura.

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

SORCEROUS ORIGIN: AUTUMNAL SPIRIT

The season of autumn is a curious one; the season brings people together, to celebrate successful harvests and rejoice in festivals, but it also is a reminder that all things will slowly meet their end and wither away to bring life to something new. Yet even with this process, there is beauty and joy to be found in the passing of life into death, as the cold snaps away at once were warm, summer days.

You are a sorcerer who wields the power of cold, decay, and bountiful harvests, and as such are both a welcome ally and a powerful foe. Your powers could have originated from an entity of death and decay, or from a powerful god of harvest. Or, perhaps your bloodline stems from a culture that relishes in the season of autumn, and are keepers of crops. Whatever the case may be, you are a wielder of the magics that surround the season of autumn.

AUTUMNAL SPIRIT QUIRKS

d6 Quirk

- 1 Your eyes are orange, auburn, deep brown, yellow, or grey in color.
- 2 Many call upon you to be present during a harvest, as if you are a good luck charm.
- 3 You smell like cinnamon, pumpkins, apples, hay, apples, damp wood, or fallen leaves.
- 4 You are a rather melancholy individual.
- 5 When you are near trees, they will shed a few of their leaves, as if in autumn.
- 6 You are always ready to plan or attend a festival.

AUTUMNAL SPIRIT FEATURES

Sorcerer Level Feature

1st	One With the Fall, Knowledge of Harvests
6th	Guardians of the Fields
14th	Cloak of Fallen Leaves
18th	Wrathful Storm of Autumn

MAGIC OF THE FALL

Your connection to autumn gives you the option to learn some additional spells that focus on cold, decay, and harvests. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>fog cloud</i>
3rd	<i>spike growth</i>
5th	<i>sleet storm</i>
7th	<i>blight</i>
9th	<i>druid grove</i>
11th	<i>heroes' feast</i>

ONE WITH THE FALL

By 1st level, you have attuned yourself to nature and autumn. You gain proficiency in the Nature skill, and you learn the *druidcraft* cantrip.

KNOWLEDGE OF HARVESTS

Starting at 1st level, your experience with harvests and preparing feasts has granted you additional benefits. You gain proficiency in sickles, and can use one as an arcane focus.

In addition, once per long rest, you may spend 10 minutes scouring the land for edible crops, such as fruits and vegetables, equal to your Charisma modifier. Any creature who eats one of these foods gains the following benefits:

- Creatures can use their bonus action to eat one fruit or vegetable. They cannot eat more than one fruit or vegetable per turn.
- Creatures regain hit points equal to your Charisma modifier.

GUARDIANS OF THE FIELDS

By 6th level, you have become accustomed to the cooler climates of autumn, and the natural states of decay that autumn brings. You gain resistance to cold and necrotic damage.

Additionally, you can call upon the guardians of harvests to come to your aid. As an action, you toss into the air a handful of straw or hay, spending 3 sorcery points to summon a scarecrow (Monster Manual, pg. 268).

The scarecrow obeys your commands, and acts on your initiative order. The scarecrow exists until they are reduced to 0 hit points or are dispelled as a bonus action.

Also, whenever you are within 10 feet of your summoned scarecrow, you have advantage on Charisma saving throws against being frightened.

CLOAK OF FALLEN LEAVES

By 14th level, the plants of the land have become your ally. You can cast *speak with plants* at will.

Additionally, as a bonus action, you may summon a cloak of fallen leaves to wrap around you. While wearing this cloak, once on each of your turns, you can use 10 ft. of your movement to step magically into one living tree within your reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

Whenever you enter a tree, the tree changes in appearance as if it was autumn, and reverts back whenever you exit a tree.

MASTER OF AUTUMN

At 18th level, you have become one with the autumnal chills and decay. You gain immunity to cold and necrotic damage.

Additionally, whenever a creature eats one of the fruits or vegetables gathered from your Knowledge of Harvests feature, they gain resistance to either cold or necrotic damage (your choice) for 1 hour.

Also, when you use your Guardian of the Fields feature, you may summon one additional scarecrow for each additional sorcery point you spend, up to a maximum of four scarecrows.



SORCEROUS ORIGIN: WINTERHEART

The season of winter brings forth a time of cold winds, hibernation, and grey skies. Most of the land lies under blankets of white snow, and as the days shorten only the strongest and fiercest animals and people even dare to thrive amidst the cold.

You are a sorcerer who controls the might of winter, with the power of ice and howling winds at your fingertips. Perhaps you were born during the harshest winter the land had ever seen, or you almost died during a blizzard. Or, you may have been almost frozen at some point in your life, your powers awakening from the experience. However you came to obtain your magical abilities, you are a being of pure wintery magic.

WINTERHEART QUIRKS

d6 Quirk

- 1 Your skin is always icy to the touch.
- 2 Whenever you breathe, you can always see the air escape you as if you are in cold climates.
- 3 Your hair and skin are an almost snow-white in color.
- 4 There are always small chunks of ice in your hair or on your body, regardless of surrounding temperature.
- 5 You have very thick, shaggy hair or fur.
- 6 When you walk on natural terrain such as grass or plants, the ground and plants ice over in your footsteps.

WINTERHEART FEATURES

Sorcerer Level	Feature
1st	Freezing Fury, Tundra Survivalist
6th	Icy Winds
14th	Frozen Mobility
18th	Call of the Winter

MAGIC OF THE WINTER

Your connection to winter gives you the option to learn some additional spells that focus on ice and wind. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>armor of agathys</i>
3rd	<i>snilloc's snowball swarm</i>
5th	<i>sleet storm</i>
7th	<i>ice storm</i>
9th	<i>cone of cold</i>
11th	<i>investiture of wind</i>

FREEZING FURY

At 1st level, you know how to tap into the power of cold spells. You learn the *ray of frost* cantrip.

Additionally, when you hit a creature with a spell that deals cold damage, you can reduce that creature's speed by 5 feet until the end of their next turn. This increases to 10 feet at 14th level.

TUNDRA SURVIVALIST

At 1st level, your familiarity with cold regions and winter have made you a hardier individual. You gain proficiency in the Survival skill.

In addition, you are also naturally adapted to cold climates, and can move across difficult terrain made of ice or snow without expending extra movement.

ICY WIND

By 6th level, you gain resistance to cold damage.

In addition, as an action, you can spend 3 sorcery points to create a warding wind of snow and ice on yourself that lasts until you finish a long rest. The icy wind has hit points equal to twice your sorcerer level. Whenever you take damage, the icy wind takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

While the icy wind has 0 hit points, it can't absorb damage, but its magic remains. On your turn, if you cast a spell that deals cold damage or end your turn on ground composed of snow or ice, the snow shield regains a number of hit points equal to half your sorcerer level.

Once you create the icy wind, you can't create it again until you finish a long rest.

FROZEN MOBILITY

At 14th level, your power over ice can be used to help you move about the land and air. As an action, you can summon ice to emerge from beneath you, lifting you off the ground and into the air. While maintaining concentration, you can use this ice to maneuver you through the air as if you had a flying speed equal to your movement speed, so long as at least one of your feet maintains a connection to the ice. Whenever your feet leave the ice, the ice shatters into tiny pieces of ice.

CALL OF THE WINTER

By 18th level, your connection to the chills of winter has granted you immunity to cold damage, as well as resistance to fire damage.

Additionally, you may create a mighty storm of frost, filled with chilling air, dense fog, and flakes of ice. As an action, you can spend 5 sorcery points to create a powerful force of whirling, cold wind centered in a 20 foot radius centered on you, and reaching about 15 feet in height. This storm lasts for 1 minute, or until you lose concentration. While active, this storm has the following effects:

- Howling winds filled with chilling air and ice flakes whirl around you. Creatures who are within this area suffer 4d8 cold damage and 4d8 slashing damage as the cold winds and sharp ice flakes batter them. Creatures must also make a Strength saving throw against your spell save DC or be pushed 20 feet out of the storm.
- Ranged attacks made against you have disadvantage.
- Creatures stuck in the storm move at half their normal speed as the chilling air and fog make navigation difficult.

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

SORCEROUS ORIGIN: MOONTOUCHED

To many, the moon is an important aspect of both nature and culture: it helps keep track of the passage of time, represents the feminine side of nature, and effects the tides of the ocean. It also is a symbol for the night, and holds strong connections to lycanthropy and, as some claim, even lunacy.

You are a sorcerer who derives their power from the moon and its cycles. Perhaps you were born during a full or new moon, or even during an eclipse, perhaps even planned by your family or village in an attempt to bring forth someone who can help against a tide of lycanthropes. Or, you may have had an experience under the light of the moon that changed your life forever. Whatever the case, you have magical abilities drawn from the moon, and are a beacon in the night.

MOONTOUCHED QUIRKS

d6 Quirk

- 1 You skin, hair, or fur is a pale white color.
- 2 Your eyes are larger than normal, and have larger cornea to adjust to the night.
- 3 You sing, pray, or speak to the moon when it is out.
- 4 Downtime at night is best spent running amongst other nocturnal creatures.
- 5 Owls, wolves, and bats are your favorite animals.
- 6 You feel as though waves on lakes and oceans have a respect towards you, if that could even be.

MOONTOUCHED FEATURES

Sorcerer Level Feature

1st	Nocturnal Creature, Penumbral Silver
6th	Lunar Blessings
14th	Moonlight Cloak
18th	Dread Eclipse

MAGIC OF THE MOON

Your connection to the moon and its cycles gives you the option to learn some additional spells that focus on sleep, tides, beasts, and lunar radiance. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>sleep</i>
3rd	<i>moonbeam</i>
5th	<i>tidal wave</i>
7th	<i>conjure woodland beings</i>
9th	<i>dream</i>
11th	<i>*sunbeam**</i>

**The only change from this spell is that the light is moonlight instead of sunlight*

NOCTURNAL CREATURE

Starting at 1st level, you have darkvision with a range of 120 feet, and can see through both magical and non-magical darkness. You also no longer need to sleep can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading, writing, or keeping watch. You also learn the *light* cantrip.

PENUMBRAL SILVER

At 1st level, the power of the moon courses through your veins. You are immune to lycanthropy.

In addition, you can use an action to touch one weapon to coat it in a magical, silver coating, making the weapon silvered for 1 hour. You can use this feature a number of times equal to your Charisma modifier per long rest.

LUNAR BLESSINGS

By 6th level, you've become attuned to the light of the moon, and have learned to strike your enemies with blinding moonlight. You gain resistance to radiant damage, and whenever you are in dim light or darkness, you can spend 2 sorcery points as a bonus action to become invisible until you take an action or reaction.

Additionally, you've learned to halt the transformation of shapechangers and lycanthropes. Whenever a shapechanger or lycanthrope within 30 feet of you used their action to transform, you can channel rays of moonlight to surround them as a reaction, forcing the target to make a Constitution saving throw against your spell save DC. On a failure, the target is unable to transform and is blinded until the beginning of their next turn. On a successful save, the target is immune to this ability for 1 hour.



Your innate magic comes from the element of wood, from the might of ancient trees and forests. Some wielders of this rare magic often trace their lineage back to ancient druid ancestors, whereas others were exposed to some magical event within a forest or from a particular tree. Or you were blessed by a powerful fey, or born in the Feywild itself. Whatever the cause of your magic, your command over wood and trees leaves you a formidable force, both of nature and magic.

WOODEN SOUL QUIRKS

d6 Quirk

- 1 You always seem to have leaves in your hair or clothing.
- 2 You never say anything unless it is worth taking a very long time to say.
- 3 You prefer to sleep under a tree than in a bed.
- 4 You often prefer to hear or read stories of druids and long to speak their language.
- 5 You swear you feel the pain of a tree cutting down.
- 6 You often smell like pine, cedar, oak, or some other type of tree.

WOODEN SOUL FEATURES

Sorcerer

Level	Feature
1st	Knowledge of the Copse, Crafts of the Weald
6th	Strength of the Coppice, Life of the Woods
14th	Form of the Timberland
18th	Benevolence of the Forest

MAGIC OF THE TREES

Your connection to trees and its life cycles gives you the option to learn some additional spells that focus on wood, groves, and walking amongst the trees. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>entangle</i> *
3rd	<i>barkskin</i>
5th	<i>plant growth</i>
7th	<i>conjure woodland beings</i>
9th	<i>tree stride</i>
11th	<i>druid grove</i>

(entangle* uses branches and wood instead.)

MOONLIGHT CLOAK

At 14th level, you can craft a shimmering cloak of moonlight around your body. As an action, you can spend 2 sorcery points to make your moonlight cloak appear for 1 hour or until you are incapacitated. This cloak grants you resistance to cold damage, and sheds bright light out to 10 feet from you and dim light an additional 10 feet. In addition, whenever a creature ends their turn within 10 feet of you, that creature must make a Wisdom saving throw against your spell save DC. On a failure, the creature is charmed by you until the beginning of their next turn. A creature who fails this saving throw must make it again should they end their turn within 10 feet of you, and a creature who succeeds is immune to its effects. You can end this effect as a bonus action.

DREAD ECLIPSE

At 18th level, you have become the physical embodiment of the moon. By spending 6 sorcery points as an action, you can draw the power of the moon to you before channeling it towards the sky. The sky becomes dark, as if under the effects of a lunar eclipse. Creatures of your choice within a radius of 60 feet of you gain at temporary hit points equal to your sorcerer level, while every other creature within this range must make a Wisdom saving throw or take radiant damage equal to your sorcerer level and become blinded, taking half as much damage and not being blinded on a successful save. Once you have used this feature, you cannot do so again until you finish a long rest.

SORCEROUS ORIGIN: WOODEN SOUL

Trees have long been an incredible part of nature; they provide oxygen for the air, shelter for creatures, wood for tools and weapons, and can grow to mighty heights and strength during their life cycles.

KNOWLEDGE OF THE COPSE

At 1st level, your familiarity with forests and woodlands has granted you proficiency in the Nature skill. You also can speak to trees as if under the effects of the spell *speak with plants*.

In addition, you learn the *druidcraft* and *shillelagh* cantrips, which both count as a sorcerer spells for you and do not count towards the total number of cantrips you know.

CRAFTS OF THE WEALD

At 1st level, you are able to create small objects out of wood by growing the wood out of your body. You can use your action to create an inanimate object created out of wood in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 20 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, with the wood giving the appearance of perfect craftsmanship. The object disappears after 1 hour, when you use this feature again, or if it takes any damage.

STRENGTH OF THE COPPICE

Starting at 6th level, the strength of trees flows through you. As an action, you can spend 3 sorcery points to assume the strength of a tree in a 'tree form' as your skin becomes covered in thick bark, branches, and leaves. For 1 minute, or until you are reduced to 0 hit points. While in this form, you gain the following benefits:

- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- You have advantage on checks and saving throws against being knocked prone as if rooted into the ground.
- Your AC increases by 2
- Your reach for *touch* spells increases by 5 feet as your arms extend as if like branches. This increases to 10 feet at 14th level.

MOVEMENT OF THE TIMBERLAND

By 14th level, you've learned to move amongst the trees. Once on each of your turns, you can use 10 feet of your movement to step magically into one living tree within 5 feet of you and emerge from a second living tree within 60 feet of you that you can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Additionally, you may move up trees and structures made of wood as if under the effects of the *spider climb* spell, and you ignore difficult terrain caused by roots, branches, and trees.

BENEVOLENCE OF THE FOREST

At 18th level, you age similarly to a tree. For every 10 years that pass, your body ages only 1 year, and your lifespan increases by 500-600 years.

In addition, your body has gained the strength of a mighty tree. You have advantage on Strength checks and saving throws. Your skin also hardens like bark, and you are always considered to be under the effects of the spell *barkskin*.



ADDITIONAL PLAYER OPTIONS: ROLL TABLES

What are sorcerers without their unique qualities? From how the world reacts to them to how they wield their magic, sorcerers have rare and incredible features that make them who they are. Below are four d6 roll tables that are geared more towards the origins presented in this compendium, and as such will focus more on aspects related to the seasons, nature, etc.

However they can be used for anyone building a sorcerer, particularly if someone has a specific character or backstory in mind. Feel free to use any of these roll tables for your sorcerer! And DM's, perhaps these tables can help you in creating unique NPC's!

ADDITIONAL ARCANES ORIGINS

Use this roll table for additional options for how your sorcerer discovered or gained their powers. What was the source? What does it tie to in the world?

d6 Arcane Origin

- 1 Your birth occurred during a solstice, an eclipse, or the first day of a season.
- 2 A supernatural being of the seasons blessed your family with a gift. That gift was you.
- 3 Your birth was part of a prophecy foretold during a culture's significant holiday.
- 4 Your family has a deep connection to a particular season or the moon, and as such, you are expected to follow in their footsteps.
- 5 Raw, untamed powers in nature changed the nature of your birth, affecting you forever.
- 6 You are from a bloodline filled with druids, or even a dryad.

ADDITIONAL REACTIONS

Use this roll table for additional options on how the world and the people in it react to your sorcerer. Are they appalled and fearful, or are they in awe and full of praise for you and your abilities?

d6 Reaction

- 1 Your family holds great expectations of you for returning the seasons to their glory.
- 2 You are seen as a blessing from the gods, sent to help people in a time of environmental crisis.
- 3 Your powers over the cycles of nature has made people wary of what your true intentions are.
- 4 Your people fear you, thinking that you will offset the natural cycles of nature.
- 5 You are seen as the 'good luck charm' of your home.
- 6 Powerful fey and intelligent beasts watch over your progress, whether you are aware of it or not.

ADDITIONAL SUPERNATURAL MARKS

Use this roll table for additional options for the unique qualities that your sorcerer has that sets them apart from other wielders of magic. Is it source of pride and power, or a mark of shame that should remain hidden?

d6 Supernatural Mark

- 1 You seem to be taller, walk with more ease, or seem louder when in the season you correlate to.
- 2 Your body always has something adorned upon it that relates to a season or the moon.
- 3 Your eyes are large and glowing.
- 4 Your voice sounds airy when you speak, as if carried by a breeze.
- 5 Your skin is adorned with tattoo-like markings of flowers, suns, leaves, ice crystals, or moons.
- 6 Your hair, facial hair, or fur is constantly wild and untamed.

ADDITIONAL SIGNS OF SORCERY

Use this roll table for additional options for the effects that wielding your magic has on either you or the surrounding environment. Is your magic a telltale signal of who you are, like a trademark? Or is it something that reveals more about who you are and where your magic originates?

d6 Sign of Sorcery

- 1 Whenever you cast a spell, the terrain around you changes as if affected by a season, then briefly returns to its original state.
- 2 When using material components, the components become affect by your seasonal alignment: smelling fresh and warm for spring, hot to the touch for summer, cool and decaying for autumn, cold and frosted for winter, and slightly radiating for the moon.
- 3 Flowers, heatwaves, autumn leaves, particles of ice, or streaks of moonlight twirl around you when you cast a spell.
- 4 After you cast a spell, the air around you becomes crisp and pure, as if cleansed.
- 5 Casting spells while in an area affected by your cycle alignment causes your spells to appear larger than they normally are.
- 6 You whisper the verbal components of spells, as if not wanting to disturb the nature around you.

ADDITIONAL SPELLS

Below are a handful of spells that can add some extra flavor and power to your sorcerer, or even another class that the spell is available to. These spells are presented in alphabetical order by name, and will list the class availability of the spell underneath the name of the spell itself.

Feel free to have fun in building your character with these new spells!

SPELL LIST

1. Decompose
2. Grasp of Winter
3. Ravaging Rain
4. Scythe of Moonlight
5. Shape Wood
6. Solar Flare
7. Winter Shards

DECOMPOSE

(Available for cleric, druid, sorcerer, and wizard)

Necromancy cantrip(ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a corpse that has died within the last day, the stalk from a mushroom, and a worm)

Duration: 5 days

-
You touch a fresh corpse, placing both the mushroom stalk and worm in its mouth. For the duration, the target decays at double the normal rate, though it is not considered undead.

Within 1 day, mundane mushrooms can be harvested from the corpse, the amount of which are 1d8 per size category, starting at Tiny. These mushrooms are edible so long as the corpse from which they are made did not contain poison or venom within it. Mushrooms harvested from a corpse that contained poison or venom within it are considered poisonous and inedible, though they do not take on the properties of the creature's poison or venom.

GRASP OF WINTER

(Available for cleric, druid, sorcerer, warlock, and wizard)

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (several drops of water)

Duration:

-
You channel the chilling winds of winter into drops of water before hurling a blast of ice at a creature within range, making a ranged spell attack. On a hit, icy winds erupt around the creature in a white flash, causing them to become trapped in a layer of ice and snow. The creature takes 3d6 cold damage, and the creature's speed is reduced by half for 1 minute. The creature can then make a Constitution saving throw at the end of each of its turns, negating the halved speed on a success.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for every slot level above 3rd.

REFLAVORING SPELLS

Players, should you decide to create a sorcerer using any of the options presented here, particularly with spells, feel free to talk to your DM about reflavoring any of these spells or existing spells to give them a more crystal, desert, earthen, metal, or volcanic feel to them. Your DM and you can work out the appearance, flavor, and mechanics of such a change should this be an option you proceed with.

RAVAGING RAIN

(available for druid and sorcerer)

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a few drops of water)

Duration: Concentration, up to 1 minute

-
A torrent of heavy sheets of rain hails from the sky d in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. The area is considered heavily obscured. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one. Creatures who enter this rain or begun their turn within it have their speed reduced by 10 feet.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 3rd.

SCYTHE OF MOONLIGHT

(Available for druid, sorcerer, and warlock)

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

-
You whisper chants of the night to form a scythe made of radiant moonlight in your hand. This magic scythe lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d6 radiant damage plus your Spellcasting modifier on a hit and has the two handed and reach properties. In addition, when you use the scythe to attack a target that is in dim light, or you and the target are both out in the open at night, you make the attack roll with advantage. If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the scythe to reappear in your hand. **At Higher Levels:** When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d6. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d6. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d6.

SHAPE WOOD

(Available for druid, cleric, and wizard)

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous or 1 hour (see below)

-

You choose a section of wood that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways.

- If you target a tree, whether rooted or fallen, you can reshape it to form a new shape that benefit you, such as a place to sit, steps for a makeshift ladder, or form a large open container. The wood you shape cannot be removed from its source of origin, however, nor can it be shaped to form something harmful, such as spears or spikes.

- You cause shapes, colors, or both to appear on the wood or bark, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.

- If the wood you target is on a tree, whether rooted or fallen, you cause it to become difficult terrain as you reshape the bark and branches to twist in various ways. Alternatively, you can cause a fallen tree or a tangled cluster of trees and branches to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

SOLAR FLARE

(Available for cleric, druid, and sorcerer)

3rd-level Evocation

Casting Time: 1 action

Range: Self (20 foot cube)

Components: V, S

Duration: Instantaneous

-

Channeling the power of the sun, you unleash a blinding blast of solar energy. Each creature within a 15-foot radius sphere centered on you must make a Constitution saving throw. A creature takes 2d8 fire damage and 2d8 radiant on a failed save, or half as much damage on a successful one. A creature who fails their saving throw becomes blinded until the beginning of their next turn. Creature who cannot be blinded are immune to this effect, and creatures who with sun sensitivity make the saving throw at disadvantage.

This spell ignites any flammable object within the spell's range.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 fire and 1d8 radiant damage for each slot level above 4th.

WINTER SHARDS

(Available for druid, sorcerer, warlock, and wizard)

1st-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (six drops of water, a pinch of salt)

Duration: Instantaneous

-

You transform six drops of water into 2 foot long piercing shards of ice that float in the air before you for the spell's duration. When you cast the spell, and as a bonus action on each of your turns thereafter, you can expend any number of the shards of ice, sending them piercing towards a point or points you choose within range. Each shard deals 1d4 cold damage, and you can direct each shard to pierce one creature or several (maximum of six), though you must make a ranged spell attack for each creature you select.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more shard for each slot above 1st.

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CONCLUSION

ART CREDITS

- Fantasy Island by peterconcept:
<https://www.deviantart.com/peterconcept/art/Fantasy-Island-73647548>
- Wooden Shoe Tulips by porbital:
<https://www.deviantart.com/porbital/art/Wooden-Shoe-Tulips-454623330>
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<https://www.deviantart.com/nyktalgia/art/moon-34321798>
- A Forest by JJcanvas:
<https://www.deviantart.com/jjcanvas/art/A-Forest-299658127>

CHANGELOG (V 1.0 TO V 1.1)

- Changed Flower Child's *Rejuvenating Bloom* to increase to 30 feet from 20 feet, and increase to 60 feet at 14th level.
- Changed Flower Child's *Floral Mastery* feature to have the pollen make allies regain hit points instead of gaining temporary hit points, and reduced the number of hit points reduced.
- Changed Sunblessed's *Heart of the Sunflare* feature to grant immunity to the blinded condition overall, as opposed to only from fire and bright light.
- Changed Autumnal Spirit's *Knowledge of Harvests* to be more clear and not mention the spell *goodberry*.
- Changed Autumnal Spirit's *Guardian of the Fields* feature to summon only one scarecrow, and not multiple.
- Changed Autumnal Spirit's *Wrathful Storm of Autumn* feature to *Master of Autumn*.
- Changed Autumnal Spirit's *Master of Autumn* feature to allow you to have a creature gain resistance to cold or necrotic damage when using your *Knowledge of Harvests* feature, and for you to summon up to four scarecrows with the *Guardians of the Fields* feature.
- Changed Winterheart's *Call of the Winter* feature to be what Autumnal Spirit's capstone used to be, but removed references to fallen leaves.
- Changed Wooden Soul's *Benevolence of the Forest* feature to increase your lifespan from 300-400 years to 500-600 years.
- Changed Wooden Soul's *Benevolence of the Forest* feature to have advantage on Strength checks and saving throws, and to always be under the effects of the spell *barkskin*.
- Increased the spell *ravaging rain*'s damage die by 1d8.
- Changed the spell *scythe of moonlight* to deal damage based on your spellcasting modifier.
- Changed the spell *solar flare*'s range from a 20-foot cube centered on you to a 15 foot radius sphere centered on you.

- Reduced the spell *winter shards*' damage die from 1d6 to 1d4.
- A few spelling errors here and there.

LEGAL INFORMATION

This Homebrew material is to supplement Dungeons and Dragons 5th Edition.

Sorcerer as a class was created by Wizards of the Coast
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Created by *u/Yorviing*