



YORVIING'S SORCEROUS GRIMOIRE: CHILDREN OF THE WILD

D&D HOMEBREW

A supplementary compendium for sorcerers whose magic originates in the primal and wild aspects of the multiverse 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 in the theme of various aspects of nature, such as the beasts and critters of the lands, certain plants, and the environments themselves. Sorcerers made from this compendium maintain power over spiders, fungi, insects, the oceans, beasts, and swamps.

The options presented in this compendium are part of the fourth 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 fourth installment of **Yorviing's Sorcerous Grimoires**, *Children of the Wild*.

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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: ARACHNID MAGIC

To many, even the sight of spiders can instill fear into the hearts of others. However, you have learned to not only to instill this fear, but also to use the power of spiders as well. You are a sorcerer who has mastered the might and abilities of spiders, manipulating other creatures and web alike.

Perhaps you were bitten by a magical spider, or your birth was affected by magical abilities from Lolth. Whatever the case may be, you are a frightening and powerfully skilled sorcerer.

ARACHNID MAGIC QUIRKS

d6 Quirk

- 1 You have several sets of eyes, some larger and some smaller.
- 2 Eating bugs is a common occurrence for you.
- 3 You have incredibly patience, and can wait in one spot for a long period of time before what you are expecting to happen occurs.
- 4 People often look upon you with fear in your appearance, but many still respect your abilities and wisdom.
- 5 Small fangs protrude from your mouth, and your teeth are sharp.
- 6 You care very deeply for young children, and often try to help in protecting them.

ARACHNID MAGIC FEATURES

Sorcerer Level Feature

1st	Viscious Constitution, Spider Movement
6th	Web Familiarity
14th	Heightened Webbing
18th	Den of the Widow

MAGIC OF THE SPIDER

Your connection to spiders gives you the option to learn some additional spells that focus on spiders and trapping. 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>snare</i>
3rd	<i>web</i>
5th	<i>feign death</i>
7th	<i>locate creature</i>
9th	<i>hold monster</i>
11th	<i>eyebite</i>

VICIOUS CONSTITUTION

Beginning at 1st level, you have become accustomed to the venom within a spider's fangs, and can even use it yourself. You have advantage on Constitution saving throws against poison. You also learn the *poison spray* cantrip.

Additionally, your gender lends you additional benefits. If you are a female, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. If you are a male, your movement speed increases by 5 feet. If your character has no gender, then you may choose between these two.

SPIDER MOVEMENT

At 1st level, your familiarity with spiders has allowed you to communicate with them. You ignore movement restrictions caused by webbing. You also are able to speak to spiders as if under the *speak with animals* spell.

WEB FAMILIARITY

By 6th level, you have become adept at moving like a spider. You gain a climbing speed equal to your walking speed, and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Additionally, you are now able to call upon your spider allies to aid you. As an action, you can spend 2 sorcery points to cast *conjure animals*, though you are only able to summon giant wolf spiders, swarm of spiders, or giant spiders.

HEIGHTENED WEBBING

At 14th level, you have heightened your webbing skills. While in contact with a web, you know the exact location of any other creature in contact with the same web, and your movement speed is doubled when moving on webs.

Additionally, as a reaction to falling, you can shoot a strand of webbing towards a wall or ceiling to stop you from falling. This webbing has a maximum range of 100 feet, and can withstand up to 200 lbs of weight before the web breaks. You can climb up this web with a climbing speed equal to your movement speed.

DEN OF THE WIDOW

By 18th level, your spider alike constitution has granted you immunity to the poisoned condition.

You also gain the ability to transform any area into your domain. As an action, you can spend 6 sorcery points to devour a small spider, then spew forth from your throat large amounts of webbing, which works as if you cast the spell *web*. However, the spell has the following changes:

- The spell's range covers that of a 90 foot cube.
- The webbing has resistance to fire damage.
- The spell does not require concentration.
- While moving on this webbing, you and any spiders you summon have their movement speed increased by 10 feet.
- The webbing lasts for 1 minute, at which point the webbing wilts away.

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

SORCEROUS ORIGIN: FUNGAL SORCERY

The magics that exist within the Underdark and some dark forests of the world can sometimes alter the natural terrain and plant life that dwells within them. Your magic stems from the magical abilities of the fungi and mushrooms that live in the deep caverns of the Underdark, or the dim lower levels of ancient forests.

Perhaps you lived amongst these plants for years, and their magic rubbed off on you. Some sorcerers of this origin may have had some interaction with myconids, who granted them certain magical powers, or perhaps there is some myconid blood in your family. Either way, those sorcerers who have command over the fungi of the world have a deep respect for nature and the processes of decay and rebirth through nature.

FUNGAL SORCERY QUIRKS

d6 Quirk

- 1 Small mushrooms seem to grow on parts of your body. Perhaps they even glow.
- 2 You love to sleep in damp soil.
- 3 Through death, new life can begin anew.
- 4 You tend to talk very slowly and deliberately.
- 5 The community is always more important than the individual.
- 6 Hallucinogenic foods and drinks are a nice break from the dangers of the world.

FUNGAL SORCERY FEATURES

Sorcerer Level	Feature
1st	Fungal Vitality, Revitalized Fungus
6th	Spore Manipulation
14th	Fungal Infection
18th	Plant of Regeneration

MAGIC OF THE FUNGI

Your connection to fungi gives you the option to learn some additional spells that focus on plants, hallucination, and poison. 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>protection from poison</i>
5th	<i>plant growth</i>
7th	<i>hallucinatory terrain</i>
9th	<i>wrath of nature</i>
11th	<i>harm</i>

FUNGAL VITALITY

At 1st level, you have learned to use fungi to help you at death's door. When you are reduced to 0 hit points but not killed outright, a small mushroom sprouts from your body, and you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

REVITALIZED FUNGUS

At 1st level, you have learned to make use of dead and decaying life matter just as fungi do. By touching a corpse, you can grow mushrooms on the corpse that have the nutritional value of one full meal for a number of creatures equal to your Charisma modifier.

You can use this feature once per long rest, though you must choose a different corpse each time you use this feature.



Spore Manipulation

By 6th level, your familiarity with fungi and spores has granted you increased resilience. You gain resistance to poison and necrotic damage.

You also have learned to tap into the power of spores to creature effects that can both harm and hinder creatures. As an action, you can spend 3 sorcery points to create one of the following effects:

- **Spores of Hallucination:** As an action, you can eject spores at one creature you can see within 30 feet of you. The target must succeed on a Constitution saving throw against your sorcerer spell save DC or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can then repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Spores of Pacification:** As an action, you can eject spores at one creature you can see within 30 feet of you. The target must succeed on a Constitution saving throw against your sorcerer spell save DC or be stunned for 1 minute. The target can then repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.
- **Spores of Rapport:** As an action, you can eject spores from your body up to a 30-foot radius. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can then communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

Fungal Mastery

By 14th level, your use of spores has increased tremendously. Whenever you use your Spore Manipulation feature, the range increases to 60 feet for *Spores of Hallucination* and *Spores of Pacification*, and a 60-foot radius for *Spores of Rapport*.*

Plant of Regeneration

By 18th level, your connection to fungi now powers your constitution. You gain immunity to disease and immunity to poison and necrotic damage, and are immune to the poisoned condition.

Additionally, you are immune to being charmed by spells that would cause you hallucinate or see an illusion.

Sorcerous Origin: Insect Being

The insects and bugs that inhabit the world are often small in size, though they possess incredible strength and a vast understanding of working together. You are a sorcerer who makes use of the might of insects, and thus are able to command them and change parts of your body to adapt like they can.

Perhaps you grew up amongst powerful insects, and their magic altered you, or you come from a powerful bloodline of magical users who commanded control over the bugs of the world. However you came to these abilities, you are a commendable ally and a powerful sorcerer.

Insect Being Quirks

d6 Quirk

- 1 You always seem to have small insects crawling on your body, such as ants or beetles.
- 2 You tend to think in terms of 'we' instead of 'I'.
- 3 You often eat with small, frequent bites.
- 4 Your eyes have the appearance of compound eyes.
- 5 Others swear that you make a buzzing or humming noise when you move.
- 6 You enjoy being amongst blooming flowers.

Insect Being Features

Sorcerer Level	Feature
1st	Hive Kin, Commanding Swarm
6th	Insect Strength
14th	Metamorphosis Form
18th	Heightened Metamorphosis

Magic of the Pests

Your familiarity with insects gives you the option to learn some non-sorcerer spells that focus on bugs and insect-like traits. 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>jump</i>
3rd	<i>spider climb</i>
5th	<i>fly</i>
7th	<i>giant insect</i>
9th	<i>insect plague</i>
11th	<i>mass suggestion</i>

Hive Kin

Starting at 1st level, the time you have spent with insects has adapted you to their vision. Your darkvision increases by 30 feet, up to a maximum of 120 feet. You also learn the *infestation* cantrip, and you can speak to ants, flies, and other insects as if you were under the effects of the *speak with animals* spell.

Commanding Swarm

At 1st level, you can use insects to carry out tasks for you like they would for themselves. You learn the spell *unseen servant*, and it does not count towards your total number of spells known. However, when you cast this spell, you can instead choose to have your unseen servant assume the form of a swarm of tiny insects, the specific insect being of your choice. While the swarm as a whole is still considered as one servant for the purposes of AC, Strength, and hit points, you can issue up to several commands at once equal to your Charisma modifier.

INSECT STRENGTH

At 6th level, you are able to endure and move like most insects can. You gain resistance to poison damage and have advantage on saving throws against poison. You can also move along vertical surfaces and ceilings as if you were under the effects of the spell *spider climb*.

METAMORPHOSIS FORM

By 14th level, you have learned how to undergo a metamorphosis to change parts of your body to be more like those of an insect. Over the course of a long rest, you can choose to encase yourself completely in a cocoon, emerging at the end of the long rest to find yourself gaining two of the listed physical traits below:

- **Stinger or Mandible:** You grow a stinger or mandibles. Whenever you are within 5 feet of a creature, you can use your bonus action to sting or bite them. The creature must make a Constitution saving throw against your spell save DC, taking poison damage equal to your sorcerer level and becoming poisoned on a failed save, and half as much poison damage on a success. Creatures immune to being poisoned automatically succeed. Any creature who fails the saving throw can repeat it at the end of their next
- **Two Sets of Wings:** You grow two sets of wings, the design of which resembles that of a particular insect, such as a wasp, moth, or fly. You gain a flying speed of 40 feet.
- **Exoskeleton:** Your body becomes hardened in a chitin-like shell. Your armor class increases by 3 when you are not wearing armor or using a shield, and you reduce slashing, piercing, and bludgeoning damage you take from non-magical weapons by 2.
- **Strengthened Limbs:** Your limbs become hardy and strong. Your movement speed increases by 10 feet, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Hardy Constitution:** Your body can endure extreme environmental conditions. You ignore difficult terrain, and can ignore the effects of extreme heat and extreme cold.
- **Aquatic Adaptation:** You have learned how to move in the water. You gain a swimming speed equal to your walking speed, and you can breathe both water and air.

You can change one or two of these features out whenever you take a long rest.

HEIGHTENED METAMORPHOSIS

By 18th level, you have acclimated your body to being like that of a powerful insect. You gain immunity to poison and disease.

In addition, you can use your action to spend sorcery points to enhance your metamorphosis form, and for each 2 sorcery points you spend, you may gain one additional trait from your Metamorphosis Form feature. These additional features last for 1 hour, or until you become incapacitated.



SORCEROUS ORIGIN: OCEANBORN

The powers of the sea, much like the sea itself, are vast, mysterious, and powerful. You are a sorcerer of the oceans and seas, having power over their waters and the creatures who live inside of them. Your family could have been filled with powerful sailors or beings of the depths, or maybe you almost drowned, and this awakened great magics that had lied dormant within you. Or, it could be that your bloodline somehow originated in the Elemental Plane of Water. Whatever the case may be, the magic that exists at your command is a powerful force, and can easily be one of the strongest forms of magic that exists.

OCEANBORN QUIRKS

d6 Quirk

- 1 Something of the sea, such as barnacles, seaweeds, coral, fins, or scales, are on parts of your body.
- 2 Your fingers and toes are webbed, and you have gills on your neck.
- 3 The great beasts of the sea are to be both feared and respected.
- 4 The world, much like the seas, is both beautiful and unpredictable.
- 5 You prefer to carry some containers of fresh and salt water with you at all time.
- 6 Like the oceans of the world, the way you are deep inside might not be how you appear on the surface.

OCEANBORN FEATURES

Sorcerer Level Feature

1st	Creature of the Seas, Waters of the Deep
6th	Strength of the Tides
14th	Form of the Hydronic
18th	Call of the Depths



MAGIC OF THE OCEAN

Your familiarity with water and the seas gives you the option to learn some spells that focus on water and ice. 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>create or destroy water</i>
3rd	<i>misty step</i>
5th	<i>tidal wave</i>
7th	<i>control water</i>
9th	<i>maelstrom</i>
11th	<i>wall of ice</i>

CREATURE OF THE SEAS

Starting at 1st level, you have become accustomed to living in or near the water. You gain a swim speed equal to movement speed, and you can breathe water and air. You also learn how to read, write, and speak Aquan, and you can speak to sea creatures as if under the effects of the spell *speak with animals*.

WATERS OF THE DEEP

Beginning at 1st level, your control over water has begun to flourish. You learn the *shape water* cantrip, and it counts as a sorcerer cantrip for you.

Additionally, your watery nature allows you to move like water itself. You can move through an enemy's space but can't willingly end your move there.

STRENGTH OF THE TIDES

At 6th level, your watery nature has granted you increased protection. You gain resistance to fire and acid damage.

In addition, you have learned how to summon water to hinder your foes. When you see a target within 30 feet of you make an attack, you can use your reaction to summon a wall of water in front of the target to impose disadvantage on the attack roll. At 14th level, the range increases to 60 feet. Once you have used this feature, you cannot do so again until you finish a long rest.

FORM OF THE HYDRONIC

At 14th level, your watery composition allows you even greater maneuverability and defense. You have advantage on Dexterity checks made against being grappled.

You also are able to push opponents back with a geyser blast of water. When you are hit by a melee attack, you can use your reaction to send a geyser of powerful water shooting towards the attacker. 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 10 feet away from you.

CALL OF THE DEPTHS

By 18th level, you have become an embodiment of the power of water. You gain immunity to fire and acid damage.

Additionally, you can call upon a fearsome magical beast of water to come to your aid. As an action, you can spend 6 sorcery points to cast the spell *illusory dragon*, however the spell changes in the following ways:

- The illusion assumes the shape and appearance of a creature of the sea, such as a kraken, water dragon, shark, or octopus.
- The magic used to creature the illusion is pulled from the Elemental Plane of Water, and is made of water and mist.
- The size of the illusion is Gargantuan.
- The only damage types you can have the illusion deal are acid, cold, or lightning.

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



SORCEROUS ORIGIN: PRIMAL HUNTER

Your innate magic stems from the power that resides within the roaming beasts of the land, the natural hunters and strong predators. Sorcerers of this origin can sometimes trace their lineage back to some special encounter with a powerful beast, or an entity from the Beastlands. Others are descended from ancient shifters or lycanthropes, or even powerful predators of the wilds. Fewer still are those who grew up among the animals of a magical place, thus learning to adapt to be like them. Rare, deadly, and more wild than civilized, sorcerers of this origin are some of the greatest hunters and trackers of the world, and wield their magic alongside their animalistic nature.

PRIMAL HUNTER QUIRKS

d6 Quirk

- 1 The more rare the meat, the better the taste.
- 2 Your body bears many traits of a particular animal, such as a wolf, bear, badger, lion, rat, or boar. You may have a body covered in fur, pointed hairy ears, sharp teeth, more of a snout than a nose, claws instead of fingernails, tusks, horns, or a tail.
- 3 The wild animals are more family to you than civilized peoples.
- 4 You sniff the air when you are tracking or hunting something.
- 5 There are two kinds of creatures in this world: the hunters and the hunted.
- 6 The stronger the opponent, the more respect you hold for them.

PRIMAL HUNTER FEATURES

Sorcerer Level	Feature
1st	Primal Nature, Marked Prey
6th	Pack Mind
14th	Improved Marked Prey
18th	Form of the Hunter

MAGIC OF THE BEASTS

Your familiarity with animals and beasts gives you the option to learn some spells that focus on animals, hunting, and tracking. 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>longstrider</i>
3rd	<i>find traps</i>
5th	<i>conjure animals</i>
7th	<i>locate creature</i>
9th	<i>commune with nature</i>
11th	<i>find the path</i>

PRIMAL NATURE

Beginning at 1st level, you share the sight and movement of beasts. Your darkvision increases by 30 feet, to a maximum of 120 feet, and you gain a climbing speed equal to your movement speed.

Additionally, you can speak with beasts, such as wolves or bears, as if under the *speak with animals* spell, and you learn the *primal savagery* cantrip, which does not count towards the total number of cantrips that you know.

MARKED PREY

At 1st level, you have learned how to single out a target, as a predator tracks their prey. As a bonus action, choose one creature you can see within 30 feet of you. The target is marked for 1 minute. This mark ends early if the target dies, you die, or you are incapacitated. Until the mark ends, you gain the following benefits:

- You do not provoke opportunity attacks from the marked target.
- You add your Proficiency bonus to damage rolls against the marked target.
- You have advantages on Wisdom (Perception) checks made to keep tracking the marked target's movement, so long as the marked target stays on the same plane as you.

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



PACK MIND

By 6th level, your magica aids you in the hunt. Your movment speed increases by 10 feet, and by spending 3 sorcery points, you gain advantage on attack rolls against a creature if at least one of the your allies is within 5 feet of the creature and the ally isn't incapacitated. This effect lasts for 1 minute.

Additionally, your beast-like senses now grant you advantage on any Wisdom (Perception) checks that rely on hearing or smell.

IMPROVED MARKED PREY

By 14th level, you are a master of the hunt. You may now use your Marked Prey feature twice per long rest. Additionally, your Marked Prey feature's range increases to 60 feet, and your movement speed increases by 10 feet.

FORM OF THE HUNTER

By 18th level, the savage magic of predators has fully manifested itself within you, and you have learned how to draw upon that power to assume a large, beast-like form of your choice. As an action, you may spend 6 sorcery points to transform yourself into a beast form of yourself. This form lasts for 1 minute, you die, or you are incapacitated. While this effect is active, you gain the following benefits:

- You have resistance to damage from spells.
- Your movement speed increases by 10 feet.
- You count as one size larger when determining the weight you can push, drag, or lift.
- When you use the *primal savagery* cantrip, you can affect up to two additional creatures within 5 feet of the original target.
- Whenever you reduce one target to 0 hit points on your turn, you regain hit points equal to half your sorcerer level.

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

SORCEROUS ORIGIN: SWAMPHEART

The swamps of the world are home to some of the most adaptable creatures of the wild. You are no exception to this rule, aside from the magic that courses throughout your veins. It may have been the case that the wild magics that reside in some of the world's most ancient swamps, or that you maybe had infused your blood with that of another entity of the swamp you had called home. You are a sorcerer of the swamp, and a powerful practitioner of magics that deal in acids, poisons, and maneuverability through both water and land, making you a great asset or a terrible foe.

SWAMPHEART QUIRKS

d6 Quirk

- 1 Most call the swamp an area to avoid, whereas you call it home.
- 2 You have webbed feet and hands, or a thick, waterproof coat of hair or fur.
- 3 Don't judge a place or the things residing in it by looks alone.
- 4 You're used to living frequently in both water and on land.
- 5 Moss or vines grows on parts of your body.
- 6 You're used to eating small bugs, fish, and amphibians.

SWAMPHEART FEATURES

Sorcerer Level Feature

1st	Life of the Marsh, Breath Full of Mud
6th	One of the Fen
14th	Pests of the Wetlands
18th	Wrath of the Swamp

MAGIC OF THE SWAMPS

Your familiarity with swamps gives you the option to learn some spells that focus on fogs, acid, and nature. 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>melf's acid arrow</i>
5th	<i>stinking cloud</i>
7th	<i>grasping vine</i>
9th	<i>wrath of nature</i>
11th	<i>wall of thorns</i>

LIFE OF THE MARSH

Beginning at 1st level, the magic of the swamps has altered your very being. You can breathe air and water, and you gain a swimming speed equal to your walking speed. In addition, you learn the *shape water* cantrip, which does not count towards the total number of cantrips you know.

BREATH FULL OF MUD

At 1st level, you have learned to use the mud from bogs to help you. As an action, you spew forth viscid mud onto one creature within 15 feet of you. If the target is Medium or smaller, it must succeed on a Dexterity saving throw against your spell save DC or be restrained for up to 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. At 14th level, you can target creatures of Large or smaller.

ONE OF THE FEN

By 6th level, you have adapted more to bogs and fens. You gain resistance to acid damage, and you ignore difficult terrain caused by swamps, bogs, and fens.

Additionally, your familiarity with swamps has allowed you additional benefits. You cannot become lost in a swamp, by both magical and non-magical means, and you have advantage on Wisdom (Survival) checks made while in swamps or marsh.

PESTS OF THE WETLANDS

At 14th level, you have learned how to summon the pests of the swamp to your aid. When you are hit by a melee attack, you can use your reaction to summon a light green cloud filled with a swarm of insects to the attacker as the insects pierce into their skin. The attacker must also make a Constitution saving throw against your sorcerer spell save DC. On a failed save, the attacker takes acid damage equal to half your sorcerer level.

WRATH OF THE SWAMP

By 18th level, you know that the powers of the swamp can always aid you, no matter where you are. You gain immunity to acid damage.

In addition, as an action you can spend 6 sorcery points to slam your hands into the ground, transforming the nearby terrain to create a swamp that grows to a circle with a 30 foot radius centered on you. You and a number of creatures up to your Charisma modifier are immune to the swamp's magic. This swamp has the following effects:

- This land is difficult terrain.
- The swamp is filled with a dense fog, and each creature within the swamp has disadvantage on Wisdom (Perception) Checks that rely on sight or smell.
- Each creature who is in the swamp's range when this effect is cast must make a Constitution saving throw against your spell save DC, or become poisoned. Creatures who cannot be poisoned are immune, and creatures who succeed the saving throw initially are immune to the swamps poison. A creature who is poisoned can repeat the saving throw at the end of each of its turns.
- When a creature does not move on it's turn while within range of this ability, it must make a Dexterity saving throw against your spell save DC, or begin to sink into the swamp and become grappled.

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

SWAMPHEART IDEALS

A special note for Swampheart sorcerers is that they often live alone in bogs and swamps throughout the land, enjoying a life often undisturbed by others. Another potential creative route that you can take with your Swampheart Sorcerer is including one, or multiple, of the following Ideals that your character lives by.

d6 Ideal

- 1 Somebody once told you that the world was gonna roll you.
- 2 You've been told that you are not the sharpest tool in the shed.
- 3 To you, once the years start coming, they will not stop coming.
- 4 You have always felt that it doesn't make sense not to live for fun.
- 5 In life, there is so much to do, and, of course, so much to see.
- 6 You think that one will never shine if you don't ever glow.

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 nature and animals.

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 bloodline is tied to the land itself.
- 2 An entity from another plane, such as the Beastlands or the Elemental Plane of Water, blessed your family.
- 3 Your magical powers stem from a birth overseen by powerful elementals or beasts.
- 4 You were raised by the animals of the wilds, and discovered your magic through them.
- 5 Your family comes from an ancient line of druids.
- 6 Your family raised you to be a protector of the lands and animals.

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 powers are seen as signalling the start of a golden era for animals or nature.
- 2 Some fear your power, perhaps as a result of your actions, or simply your appearance.
- 3 Your magical abilities brought forth a renewed interest of nature in your village or city.
- 4 The magic you wield is seen as being a part of the natural world, just like the weather and animal migrations.
- 5 Your powers came suddenly and abruptly, causing you to lose control and thus become despised by your community.
- 6 Animals and critters in your community interacted with you more than the people did.

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 Your eyes resemble that of a an insect or animals'.
- 2 You have webbed fingers and toes, long fur, or some other animal part.
- 3 Your breath smells salty, foul, or like that of a panting animal.
- 4 You always smell earthy or dirty, even when scrubbed clean.
- 5 Your feet and toes resemble fins, paws, claws, or have an insect-like appearance
- 6 Your speech sounds like a collection of chittering noises, warbled by water, or rough.

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 You follow or begin the verbal components of spells in the sound of an animal calling.
- 2 Your eyes flash with wild fury when you use the somatic components of spells.
- 3 You deliver the somatic components of spells in a wild display of movement.
- 4 When you begin casting a spell, tiny creatures of the land or sea begin crawling over your body, then disappear when you are finished casting.
- 5 The air around you when you cast a spell smells of salt water, bog water, or like an animal's den.
- 6 Your body's hair, fur, or feathers stand up immediately before and after you cast a spell.

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. Acidic Arrow Volley
2. Mudslide
3. Spidersilk Whip
4. Summon Plants

ACIDIC ARROW VOLLEY

(Available for druid, sorcerer, wizard)

6th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (one piece of ammunition or one thrown weapon)

Duration: Instantaneous

You toss the piece of nonmagical ammunition or nonmagical thrown weapon into the air and choose a popint within range. Hundreds of duplicates of the ammunition or weapon fall in a volley from above and then litter the ground. Each creature in a 40-foot-radius, 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d8 acid damage on a failed save, or half as much damage on a successful one. The hundreds of ammunition then turn into small pools of acid, making the area become difficult terrain until the beginning of your next turn.

MUDSLIDE

(Available for druid, sorcerer, wizard)

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A handful of mud)

Duration: Instantaneous

You slam both hands on the ground while facing your enemies, causing a mud wave to explode from the ground in a line that shoots towards them. The line travels 30 feet in the direction you are facing and has a width of 15 feet.

Each creature in the wave must make a Dexterity saving throw. A creature takes 4d6 bludgeoning damage and is knocked prone on a failed save, and half as much damage on a succesful one and is not knocked prone.

This uprooting of the land turns the wave's area of effect into difficult terrain until the end of your next turn.

SPIDERSILK WHIP

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

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (one small spider)

Duration: Concentration, up to 10 minutes

You imbure the spider with magic, causing it to spew forth a whip made out magical silk. The whip is similiar in size and shape to a whip, and it lasts for the duration. If you let go of the whip, it disintegrates, but you can make the spider conjure another silk whip again as a bonus action.

You can use your action to make a melee spell attack with the silk whip. On a hit, the target takes 2d6 acid damage. On a hit, you may choose to force the target to make a strength saving throw against your spell save DC, if they are of size Large or smaller. On a failed save, the target is grappled by the silk whip. A creature can repeat this save at the beginning of each of its turns, or you can choose to end this effect at will.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

SUMMON PLANTS

(Available for druid, sorcerer, wizard)

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (one leaf or twig per creature summoned)

Duration: Concentration, up to 1 hour

You summon plant creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears.

- One plant creature of challenge rating 2 or lower
- Two plant creatures of challenge rating 1 or lower
- Four plant creatures of challenge rating 1/2 or lower
- Eight plant creatures of challenge rating 1/4 or lower

A summoned creature wilts to nothing when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.

At Higher Levels: When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear - twice as many with a 6th-level slot and three times as many with an 8th-level slot.

CONCLUSION

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LEGAL INFORMATION

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SPECIAL THANKS

Special thanks to Homebrewery for this wonderful program to create quality homebrew content!

Another special thanks to *u/Chris_Chroma* for grammatical and formatting assistance, and *u/DrGoo282* for some specific feedback and suggestions

A final special shoutout to Chris, Dan, Korrigan, Tate, Kevin, Ben, and Brandy, for playtesting this material and for being an awesome party for D&D!

Created by *u/Yorviing*