

ELEMENTALBORN BLOODLINES

TOAAU AND MIDDLE FINGER OF VECNA



SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

FLAMEBORN

Your innate magic comes from the power of elemental fire. Perhaps you were born during a volcanic eruption, so destructive its effects are felt to this day. Your lineage might include the influence of potent fire creatures, such as a fire giant or an efreeti. Whatever the case, the magic of the flames permeate your soul.

Flame sorcerers are invaluable members in many expeditions, particularly volcanic or jungle forays. Their magic allows them to exert control over fire and lava in their immediate area. Their abilities also prove useful in repelling blights, treants, and other plant-based threats.

FLAMEBORN EXPANDED SPELL LIST

The arcane magic you command is infused to elemental fire. You can speak, read and write primordial. You learn additional spells at the levels specified below. These spells don't count against your total number of spells known.

Sorcerer Level	Spells
1st	<i>burning hands, faerie fire</i>
3rd	<i>flame blade, scorching ray</i>
5th	<i>fireball, gaseous form</i>
7th	<i>conjure minor elementals*, wall of fire</i>
9th	<i>conjure elemental**</i>

*Unless you gain this spell from another source, you can only summon magma mephits, smoke mephits, and steam mephits with it.

**Unless you gain this spell from another source, you can summon only fire elementals with it.

FLAMING MAGIC

At 1st level, fire magic surges in your veins. Whenever you damage a creature with a 1st level spell or higher, you can create a burst of flame as a bonus action. Each creature adjacent to you takes 1d4 fire damage.

FIRE BARRICADE

Beginning at 6th level, you have resistance to fire damage. Additionally, you can light an intense blaze in an unoccupied 5 foot sphere you can see as an action. This fire remains lit for 1 minute, and you can have up to 3 lit at a time. A creature that enters or begins its turn in such a space must make a Dexterity saving throw. On a failed save, it takes 4d8 fire damage, or half as much on a successful one.



HEAT CULTIVATION

At 6th level, you learn the *control flames* and *create bonfire* cantrips, if you did not already know them.

BURNING SHIELD

At 14th level, your fire scorches those who harm you. As a reaction when you take damage from a melee attack, you can raise a fiery aegis. The creature that damaged you must make a Dexterity saving throw with a DC equal to your Spell Save DC. On a failed save, the creature takes fire damage equal to your Sorcerer level and takes 2d4 fire damage at the beginning of its next turn. On a successful save, the creature takes fire damage equal to half your sorcerer level.

TORNADO OF FLAME

By 18th level, you are immune to fire and can channel flame into a whirlwind of flame around yourself. You can create a Tornado of Flame as an action on your turn as an action expending 2 sorcery points, and you must expend 2 additional sorcery points at the end of each of your turns to maintain the tornado, or the effect ends. Your tornado is a cylinder 5 feet in radius with a 30 foot height. Each creature that begins its turn inside the tornado must make a Dexterity saving throw. On a failed save, the creature takes 8d8 fire damage, or half as much on a successful one.

As a bonus action on your turn, you can change the size and intensity of your tornado, which are inversely proportional. You can choose between a 15 foot radius dealing 4d8 fire damage, a 10 foot radius dealing 6d8 fire damage, and a 5 foot radius dealing 8d8 fire damage.

STONEBORN

Your innate magic comes from the power of elemental earth. Perhaps you were born during a massive earthquake whose fissures divide the land to this day. Your lineage might include the influence of potent earth creatures, such as the stone giants and the dao. Whatever the case, the magic of the stones permeate your soul.

Stone sorcerers are invaluable members of an Underdark crew. Their magic allows them to create cracks and move the boulders in their immediate area. Their abilities also prove useful in repelling basilisks, hydras, and other landbound threats.

STONEBORN EXPANDED SPELL LIST

The arcane magic you command is infused to elemental earth. You can speak, read and write primordial. You learn additional spells at the levels specified below. These spells don't count against your total number of spells known.

Sorcerer Level	Spells
1st	<i>longstrider, shield</i>
3rd	<i>hold person, protection from poison</i>
5th	<i>protection from energy, slow</i>
7th	<i>conjure minor elementals*, stoneskin</i>
9th	<i>conjure elemental**</i>

*Unless you gain this spell from another source, you can only summon dust mephits, magma mephits, and mud mephits with it.

**Unless you gain this spell from another source, you can summon only earth elementals with it.

STONEFLESH

At 1st level, you are attuned to elemental earth magic. Whenever you cast a spell other than a cantrip during your turn that targets at least 1 other creature, you can use a bonus action to harden your skin. Until the start of your next turn, when you are take damage from nonmagical weapons that aren't adamantine, you can roll a d4 subtract the amount rolled from the damage.

ONE WITH THE ROCKS

At 6th level, you gain resistance to bludgeoning damage, and proficiency with light armor. In addition, you learn the *blade ward* cantrip if you don't already know it.

MUTATE EARTH

At 6th level, you learn the *mold earth* cantrip. In addition, you can cast it as a bonus action.

EARTHBIND

At 14th level, you gain proficiency with shields. In addition, by expending one Sorcery point, you can use your reaction to merge your feet with the earth. For up to one minute, your movement speed is reduced to 0, and effects that would move you have no effect. Attack rolls made against you by creatures equal to or smaller than you have disadvantage, and your Dexterity modifier for AC is replaced by your proficiency bonus if it is smaller. You can end this effect as a bonus action.

STONEWALK

At 18th level, you gain the ability to move through difficult terrain caused by rubble without being slowed by it. You also gain resistance to force damage, and the ability to Stonewalk.

On your turn, you can use your action to enter solid stone. While in the stone, you have full cover, and effects that affect areas, such as Auras, do not affect you. You move at half speed in the stone, may not take bonus actions, may take no actions other than the Dash action, and can take no reactions other than the following:

When you make an Opportunity attack, you can attempt a special Grapple check to pull a creature partially into the stone. The creature makes the grapple check against your Spell Save DC. If the creature fails the grapple, it is Grappled, Restrained, and pulled into the stone. Each turn the grappled creature begins in the stone, it takes 2d10 bludgeoning damage.



WAVEBORN

Your innate magic comes from the power of elemental water. Perhaps you were born during great tsunami which decimated the countryside. Your lineage might include the influence of potent water creatures, such as the merfolk and the marid. Whatever the case, the magic of the wave permeates your soul.

Wave sorcerers are invaluable members of a team in any hostile environment. Their magic allows them to exert control over water and currents in their immediate area. Their abilities also prove useful in repelling efreeti, salamanders, and other fiery threats.

WAVEBORN EXPANDED SPELL LIST

The arcane magic you command is infused to elemental water. You can speak, read and write primordial. You learn additional spells at the levels specified below. These spells don't count against your total number of spells known.

Sorcerer Level	Spells
1st	<i>expeditious retreat, grease</i>
3rd	<i>blur, mirror image</i>
5th	<i>haste, water breathing</i>
7th	<i>conjure minor elementals*, wall of ice</i>
9th	<i>conjure elemental**</i>

*Unless you gain this spell from another source, you can only summon ice mephits, mud mephits, and steam mephits with it.

**Unless you gain this spell from another source, you can summon only water elementals with it.

WAVE MAGIC

At 1st level, you are attuned to elemental water magic. Whenever you cast a spell of 1st level or higher, you can use a bonus action to conjure a rushing wave to sweep knock down your enemies. Select a creature standing within 30 feet of you to make a Strength saving throw. Creatures with 4 legs or which are otherwise exceptionally stable have advantage on this save. On a failed save, the creature is knocked prone.

WHELM

At 6th level you can breathe underwater and you gain resistance to cold damage. Additionally, as an action you can create a torrent of water around yourself in a 10 foot radius for up to 1 minute while you maintain concentration on the effect. For the duration, creatures move at half speed while in this area, and ranged attack rolls have disadvantage against yourself and other creatures in the torrent. After using this ability, you must complete a short or long rest before using it again.

STREAM MASTER

At 6th level, you learn the *shape water* cantrip, and a swimming speed equal to your walking speed.

POISONOUS PUNCH

At 14th level, the water energy you channel in your spells flows through your veins. When you are hit by a melee attack, you can use your reaction to deal Poison damage equal to your Sorcerer level. The attacker must also make a Constitution saving throw against your spell save DC. On a failed save, the attacker is poisoned for 1 minute. They can repeat the saving throw at the end of each of their turns, ending the condition on a success.

DROWN

Beginning at 18th level you gain immunity to cold damage.

In addition, you can conjure water an enemy's lungs. As an action, select 1 creature within 30 feet to make a Constitution saving throw. Elementals, oozes, plants, undead, and other creatures without lungs automatically succeed this saving throw. On a failed save, as long as you concentrate on this effect, the creature is incapacitated, prone, and begins to make death saving throws. These death saving throws do not end on three successes, but the creature still dies on three failures. The creature can attempt this saving throw again at the end of each of its turns to end the effect early. On a successful save, the target is poisoned until the end of its next turn. After using this ability, you must complete a short or long rest before using it again.

