

Archive of Forgotten Lore:

Sorcerer

This is Supplemental Material

Sorcerous Origins

At 1st level, a sorcerer gains the Sorcerous Origin feature. This is a revision written by Odvaskar for that feature: Draconic Bloodline.

Draconic Bloodline: Revised

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance.

Draconic Ancestor

1st-level Draconic Bloodline Revised feature

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Additionally, you gain a known spell list depending on the dragon ancestor you choose.

Dragon Ancestry

| Dragon | Damage Type |
|----------|-------------|
| Amethyst | Force |
| Black | Acid |
| Blue | Lightning |
| Brass | Fire |
| Bronze | Lightning |
| Cooper | Acid |
| Crystal | Radiant |
| Deep | Psychic |
| Emerald | Psychic |
| Gold | Fire |

| | |
|-----------|----------|
| Green | Poison |
| Moonstone | Radiant |
| Red | Fire |
| Sapphire | Thunder |
| Shadow | Necrotic |
| Silver | Cold |
| Topaz | Necrotic |
| Turtle | Fire |
| White | Cold |

Additionally, your draconic bloodline allows you speak, read, and write Draconic and When you make a Charisma (Deception, Intimidation, or Persuasion) check, you can do so with advantage. Once you use this feature, you can't do so again until a short or long rest.

Draconic Resilience

1st-level Draconic Bloodline Revised feature

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. In addition, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 plus your Dexterity modifier.

Elemental Affinity

6th-level Draconic Bloodline Revised feature

Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add your Charisma modifier to that damage. At the same time, you can spend 2 sorcery points to cause the spell damage to ignore the target's resistance to the damage type. Additionally, you gain resistance to damage type of your draconic ancestry.

Draconic Wings

14th-level Draconic Bloodline Revised feature

At 14th level, you gain the ability to sprout a pair of Dragon wings from your back, gaining a flying speed equal to your walking speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

Draconic Potential

18th-level Draconic Bloodline Revised feature

Beginning at 18th level, you can channel the true nature of your draconic lineage. As an action you can draw on this power and exude fear to a distance of 30 feet. For 1 minute, each hostile creature that starts its turn in the aura must succeed on a Wisdom saving throw or be frightened of you until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours. You can use this feature once per short rest or long rest.

Additionally, while the aura is active you get a breath weapon that you can use with an action. When you use your breath weapon you can choose what shape it takes, a 5 feet wide, 60-foot-long line, or 30-foot cone. The breath weapon deals 10d10 damage of the type based on your draconic ancestry. The save DC is the same as your spellcasting DC, if a creature in the area succeeds on the saving throw it takes half damage. You can use the breath weapon once per use of your fear aura, unless you spend 5 sorcery points to use it again.

Draconic Ancestor: Amethyst

1st-level Draconic Bloodline Revised feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|---|
| 1st | <i>Identify, Magic Missile</i> |
| 2nd | <i>Detect Thoughts, Misty Step</i> |
| 3rd | <i>Blink, Sending</i> |
| 4th | <i>Control Water, Freedom of Movement</i> |
| 5th | <i>Legend Lore, Telekinesis</i> |

Draconic Ancestor: Black

1st-level Draconic Bloodline Revised feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|---|
| 1st | <i>Cause Fear, Chromatic Orb (acid)</i> |
| 2nd | <i>Darkness, Dragon's Breath (acid)</i> |
| 3rd | <i>Fear, Water Breathing</i> |
| 4th | <i>Control Water, Vitriolic Sphere</i> |
| 5th | <i>Insect Plague, Maelstrom</i> |

Draconic Ancestor: Blue

1st-level Draconic Bloodline Revised feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|--|
| 1st | <i>Earth Tremor, Chromatic Orb (lightning)</i> |
| 2nd | <i>Gust of Wind, Dragon's Breath (lightning)</i> |
| 3rd | <i>Lightning Bolt, Wall of Sand</i> |
| 4th | <i>Stone Shape, Storm Sphere</i> |
| 5th | <i>Control Winds, Transmute rock</i> |

Draconic Ancestor: Brass

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|---|
| 1st | <i>Chromatic Orb (fire), Sleep</i> |
| 2nd | <i>Dragon's breath (fire), Warding Wind</i> |
| 3rd | <i>Fireball, Wall of Sand</i> |
| 4th | <i>Hallucinatory Terrain, Wall of Fire</i> |
| 5th | <i>Control Winds, Seeming</i> |

Draconic Ancestor: Bronze

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|---|
| 1st | <i>Chromatic Orb (lightning), Fog Cloud</i> |
| 2nd | <i>Dragon's breath (lightning), Shatter</i> |
| 3rd | <i>Lightning Bolt, Water Breathing</i> |
| 4th | <i>Control Water, Water Sphere</i> |
| 5th | <i>Conjure Elemental (water), Maelstrom</i> |

Draconic Ancestor: Copper

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|---|
| 1st | <i>Chromatic Orb (acid), Tasha's Hideous Laughter</i> |
| 2nd | <i>Dragon's breath (acid), Melf's Acid Arrow</i> |
| 3rd | <i>Fast Friends, Slow</i> |
| 4th | <i>Stone Shape, Vitriolic Sphere</i> |
| 5th | <i>Geas, Transmute Rock</i> |

Draconic Ancestor: Crystal

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|---|
| 1st | <i>Command, Guiding Bolt</i> |
| 2nd | <i>Invisibility, See Invisibility</i> |
| 3rd | <i>Aura of Vitality, Hypnotic Pattern</i> |
| 4th | <i>Divination, Sickening Radiance</i> |
| 5th | <i>Greater Restoration, Wall of Light</i> |

Draconic Ancestor: Deep

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|---|
| 1st | <i>Command, Dissonant Whispers</i> |
| 2nd | <i>Mind Spike, Spider Climb</i> |
| 3rd | <i>Slow, Water Breathing</i> |
| 4th | <i>Phantasmal Killer, Raulothim's Psychic Lance</i> |
| 5th | <i>Cloudkill, Passwall</i> |

Draconic Ancestor: Emerald

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|--|
| 1st | <i>Charm Person, Dissonant Whispers</i> |
| 2nd | <i>Detect Thoughts, Invisibility</i> |
| 3rd | <i>Conjure Animals, Major Image</i> |
| 4th | <i>Charm Monsters, Raulothim's Psychic Lance</i> |
| 5th | <i>Dream, Geas</i> |

Draconic Ancestor: Gold

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|--|
| 1st | <i>Bane, Chromatic Orb (fire)</i> |
| 2nd | <i>Dragon's breath (fire), Ray of Enfeeblement</i> |
| 3rd | <i>Fireball, Water Breathing</i> |
| 4th | <i>Banishment, Control Water</i> |
| 5th | <i>Dispel Evil and Good, Dream</i> |

Draconic Ancestor: Green

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|---|
| 1st | <i>Charm Person, Chromatic Orb (poison)</i> |
| 2nd | <i>Dragon's breath (poison), Spike Growth</i> |
| 3rd | <i>Fast Friends, Water Breathing</i> |
| 4th | <i>Charm Monster, Hallucinatory Terrain</i> |
| 5th | <i>Cloudkill, Geas</i> |

Draconic Ancestor: Moonstone

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|---|
| 1st | <i>Faerie Fire, Guiding Bolt</i> |
| 2nd | <i>Calm Emotions, Moonbeam</i> |
| 3rd | <i>Hypnotic Pattern, Revivify</i> |
| 4th | <i>Conjure Woodland Beings, Hallucinatory Terrain</i> |
| 5th | <i>Flame Strike, Dream</i> |

Draconic Ancestor: Red

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|--|
| 1st | <i>Cause Fear, Chromatic Orb (fire)</i> |
| 2nd | <i>Dragon's breath (fire), Scorching Ray</i> |
| 3rd | <i>Fireball, Melf's Minute Meteors</i> |
| 4th | <i>Fire Shield, Wall of Fire</i> |
| 5th | <i>Immolation, Conjure Elemental (fire)</i> |

Draconic Ancestor: Sapphire

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|--|
| 1st | <i>Dissonant Whispers, Thunderwave</i> |
| 2nd | <i>Hold Person, Spider Climb</i> |
| 3rd | <i>Meld into Stone, Thunder Step</i> |
| 4th | <i>Charm Monster, Stone Shape</i> |
| 5th | <i>Rary's Telepathic Bond, Telekinesis</i> |

Draconic Ancestor: Shadow

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|--|
| 1st | <i>Fog Cloud, Inflict Wounds</i> |
| 2nd | <i>Darkness, Misty Step</i> |
| 3rd | <i>Major Image, Nondetection</i> |
| 4th | <i>Blight, Shadow of Moil</i> |
| 5th | <i>Enervation, Negative Energy Flood</i> |

Draconic Ancestor: Silver

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|---|
| 1st | <i>Feather Fall, Chromatic Orb (ice)</i> |
| 2nd | <i>Dragon's breath (ice), Hold Person</i> |
| 3rd | <i>Fly, Sleet Storm</i> |
| 4th | <i>Ice Storm, Freedom of Movement</i> |
| 5th | <i>Cone of Cold, Steel Wind Strike</i> |

Draconic Ancestor: Topaz

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|--|
| 1st | <i>Bane, Create or Destroy Water</i> |
| 2nd | <i>Ray of Enfeeblement, Wither and Bloom</i> |
| 3rd | <i>Counterspell, Vampiric Touch</i> |
| 4th | <i>Blight, Control Water</i> |
| 5th | <i>Destructive Wave (Necrotic), Enervation</i> |

Draconic Ancestor: Turtle

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|--|
| 1st | <i>Fog Cloud, Shield</i> |
| 2nd | <i>Dragon's breath (fire), Scorching Ray</i> |
| 3rd | <i>Fireball, Water Breathing</i> |
| 4th | <i>Freedom of Movement, Control Water</i> |
| 5th | <i>Conjure Elemental, Maelstrom</i> |

Draconic Ancestor: White

1st-level Draconic Bloodline Revised Feature

The following spells are added to your spell list.

Origin Spells

| Spell Level | Spells |
|-------------|--|
| 1st | <i>Armor of Agathys, Chromatic Orb (ice)</i> |
| 2nd | <i>Dragon's breath (ice), Snilloc's Snowball Swarm</i> |
| 3rd | <i>Fear, Sleet Storm</i> |
| 4th | <i>Ice Storm, Freedom of Movement</i> |
| 5th | <i>Cone of Cold, Hold Monster</i> |