

SORCERER ORIGIN: THE WEAVE'S CHOSEN

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This bloodline comes from ancient spellcasters, gifted with a powerful connection to the magic Weave. Those who share this bloodline grow to become great casters in their lives. Some become powerful leaders, and some destroy nations.

THE WEAVE'S GIFT

The connection you have to the Weave is powerful, leaving you with excess arcane energy. You are able to use this energy to cast spells from the Weave, but this power comes with a risk.

Bound Spell. At 1st level, once per day, choose a spell from the Sorcerer Spell list that is one level higher than the highest spell slot you can cast. This is your bound spell. Once you are able to cast 9th level spells, then your bound spell can only be a 9th level spell. You can also choose a spell from previous levels, as long as it can be casted at the necessary bound spell level.

Charge Points. When you cast a spell 1st level or above, you gain charge points equal to the spell level casted. This build up of energy affects your connection to the Weave, allowing you to cast from it. You can spend charge points to only cast your bound spell. The cost for these spells are equal to the bound spell level. For example, if you have 6 charge points and can cast up to 4th level spells, then you can cast your 5th level bound spell from the Weave for 5 points. You can hold up to 10 charge points. Your charge resets after a long rest. Casting from the Weave puts you at risk of arcane discharge.

Arcane Discharge. This discharge occurs when you fail to cast a spell from the Weave. To determine if you have failed to cast, roll a Charisma saving throw for each attempt, with the DC being 10 + bound spell level. If you fail this roll, then raw arcane energy bursts from you, damaging you and those around you. Arcane discharge is a 10-foot radius and deals a d4 force damage for each charge point spent. For example, if you fail a 4th level spell, then the damage would be 4d4. Creatures around you must make a Dexterity saving throw equal to your spell saving throw. Your Charge Points are then reduced to zero.

Arcane Energy Bolt As an action you can choose to expel all the accumulated charges in the form of a bolt of arcane energy at a creature that you can see within range. Make a ranged spell attack against the target. This bolt has a range of 60-feet and deals 1 point of force damage for each charge expelled.

ARCANE DISTORTION

At 6th level, you can control the arcane energy that resides within you, manifesting it in ways you see fit. This can be done by spending sorcerer points and expelling all of your accumulated charges, thus reducing your charge points to 0. Distorting this energy still imposes the chance to an arcane discharge. See the Arcane Distortion page for the various ways you can manipulate this energy.

ARCANE BODY

At 14th level, the close connection to the Weave is altering your body. You can choose to either roll on the Body Alteration table to determine how your body changes, or choose your body alteration yourself. Your body changes once more at 18th level, repeating this process.

BODY ALTERATION

Roll (d4)	Body Part	Effect
1	Arms cracked skin with glowing blue veins	Cast Identify at will. Your arms emit a dim light with a 30-foot radius.
2	Legs cracked skin that emits faint ghostly fog	Cast Feather Fall at will. +4 stealth bonus
3	Torso cracked skin with pulsing blue veins	When not wearing armor, your AC equals 13 + your Dexterity modifier. Cold weather does not affect you.
4	Head cracked skin with glowing blue eyes	Cast Detect Magic at will. You can comprehend all standard written languages.

ONE WITH THE WEAVE

At 18th level, your connection to the Weave has reached its peak. Once per week you can manifest the arcane energy within you to take up a form of the Weave. This form lasts for 1 minute per charge point accumulated. While in this form, the following occurs; you float 5-feet off the ground, you regain spell slots equal to half your level, and you are able to cast 1 additional spell as a bonus action.

Any spell you cast in this form runs the risk of an arcane discharge. The DC is a Charisma saving throw of 10 + spell cast. On a failed save the form ends. When the form ends, you are unable to cast spells for the remainder of the day.

ARCANE DISTORTION

ARCANE ARROW

Time: 1 action

Cost: 2 sorcerer points

Range: 120-feet

Duration: Instantaneous

Discharge Save DC: 10 + accumulated charge(s)

Discharge Damage: 1d4 force damage for each point spent

You shoot an arrow of arcane energy from your hand at a creature that you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d4 force damage for each charge accumulated.

ARCANE HAILSTORM

Time: 1 action

Cost: 1 sorcerer point

Range: Self

Duration: Concentration up to 1 minute.

Discharge Save DC: 13

Discharge Damage: 3d4

You shoot multiple shards of arcane energy in the air, striking the ground and those around you in a 20-foot radius. When a creature enters this area for the first time on a turn or starts its turn there, it is pelted with shards of energy and must make a Dexterity saving throw.

The creature takes damage equal to the accumulated charge(s) + your Charisma modifier on a failed save, and half as much on a successful save. The shards burn away with a ghostly blue flame at the end of the duration.

ARCANE PUSH

Time: 1 action

Cost: 2 sorcerer points

Range: Self (20-foot cone)

Duration: Instantaneous

Discharge Save DC: 15

Discharge Damage: 5d4

A surge of arcane energy bursts forth from you in the direction you are facing. Each creature within the 20-foot cone originating from you must make a Dexterity saving throw. On a failed save, the creature is pushed 15-feet away from you, and knocked prone. On a successful save, the creature is pushed 5-feet from you.

In addition, unsecured objects that are completely within this surge of energy are pushed 10-feet from you, and give off a faint magical aura for 1 minute. On the other hand, objects that are only partially within this cone only give off a faint magical aura for 1 minute.

ARCANE ARMOR

Time: 1 round

Cost: 3 sorcerer points

Range: Self

Duration: 1 minute

Discharge Save DC: 10 + accumulated charge(s)

Discharge Damage: 1d4 force damage for each point spent

Magical energy forms around you and forms into a set a slightly invisible plate armor. This armor does not restrict your movement or spell casting.

While this armor is active your AC is 10 + accumulated charge(s) spent, you have resistance to force damage, and you have advantage on Dexterity saving throws.

ARCANE TRIPWIRE

Time: 10 minutes

Cost: 2 sorcerer points

Range: 10-foot line

Duration: Until dispelled or triggered

Discharge Save DC: 10 + accumulated charge(s)

Discharge Damage: 1d4 force damage for each point spent

This manifestation is a thin strand of arcane energy that is produced from the tips of your fingers. You create and set tripwires equal to the number of charges you have accumulated. These tripwires can be setup separate from one another or connected.

The tripwires are nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC for each tripwire placed. Creatures who do not notice these tripwires must make a Dexterity saving throw against your spell save DC. On a failed save, it falls prone.

ARCANE CHAINS

Time: 1 round

Cost: 3 sorcerer points

Range: 90 feet

Duration: 1 minute

Discharge Save DC: 18

Discharge Damage: 8d4 force damage

Choose creature within range that is either one size larger or one size smaller than you. Etherial chains burst from the ground and wrap around the target creature. The creature must make a Strength saving throw against your spell save DC.

On a failed save the creature is bound and forced to the ground, prone. The creature can choose to make a Strength saving throw to attempt to free itself from the chains. On a successful save, the chains frantically wrip around dealing 2d4 force damage to any creature within 10-feet then retract into the ground.

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