



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.

MIMICBORN

Your ancestry is tainted by a corruption most bizarre. Somehow, either by mad experimentation with shapechanging creatures, or through incomprehensible breeding, one of your ancestors gained the blood of a mimic, that expert creature of camouflage and punisher of avarice. As a result, your magic has a bent toward transmutation, and your body is limber and can be made sticky like mimics themselves. You can even, through a combination of magic and flexibility, assume the form of objects, just like your immensely strange kin.

ABERRANT FORTITUDE

Your body is unusually tough. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

STICKY FINGERS

At 1st level, when you hit with a melee attack or a melee spell attack, you can attempt to grapple the target of the attack as a bonus action. Additionally, you have advantage on attack rolls against any creature grappled by you.

FALSE APPEARANCE

Starting at 6th level, you can transform your appearance as an action. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this effect to become quadrupedal, for instance. At any time, you can use your action to change your appearance in this way again.

Alternatively, you can use your action and expend 1 sorcery point to take the form of an inanimate object. This object can be of any shape, as long as it has the same volume as your body, and is no longer than 10 feet in any dimension. Moving or taking any action, bonus action, or reaction ends this transformation.

NATURAL TRANSMUTER

By 14th level, you have a tendency for magic which transforms. When you apply metamagic to a spell which changes your form or appearance, such as polymorph or invisibility, you can reduce the metamagic cost by 1, to a minimum of 1.

Additionally, you can end the effects of any transmutation spell affecting you as a bonus action by expending 3 sorcery points.

ENGULF

At 18th level, you can swallow and digest your foes like a mimic. You can attempt to engulf a creature that is your size or smaller by moving into its space. You can automatically attempt to engulf a creature you are grappling. The creature must make a Dexterity saving throw. On a failed save, you move into the creature's space and it becomes engulfed: it can't breathe, is restrained, and takes 6d6 acid damage at the start of each of its turns. While you have engulfed a creature, you move at half speed (the engulfed creature moves with you), and you can't engulf another creature.

An engulfed creature can try to escape by taking an action to make a Strength saving throw. On a success, the creature escapes and enters a space of its choice within 5 feet of you.