

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.

OOZEMASTER

Your innate magic stems from a long family line of Ooze blood. For generations, the taint of Ooze blood has run in your family, infecting some at birth and sparing others, stemming from a well-documented but shadowy ancestor. It's unclear what horrific experiment infused a monstrous ooze or slime into his body so long ago, but some of his scattered descendants are born to this day with a personal, innate magic and bizarre physical characteristics.

OOZY TOUCH

Starting when you choose this origin at 1st level, you can excrete slime with a touch. As an action, you can make a touch range spell attack at a creature within 5 feet of you. On a hit, the creature takes 1d6 acid damage. You can expend 1 sorcery point make this touch rust metal, or rot wood, up to a maximum of 10 cubic feet of material. You have advantage on on Strength checks to break rusted metal or rotten wood. This ability's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

INDISCERNIBLE ANATOMY

At 1st level, your placement and composition of your internal organs is bizarre. You take no additional damage from critical hits.

MALLEABILITY

At 6th level, your body becomes more fluid. You can shift your features around and make yourself look differently while you maintain concentration on the change. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the physical change is up to you.

Additionally, you can expend 2 sorcery points to compress your body enough to squeeze through an inch-wide crack. You cannot expand inside a space that offers any resistance, such as an occupied suit of armor.

GOOPY BLOOD

By 14th level, your blood flows like a thick soup rather than a normal liquid. As a reaction expending up to 5 sorcery points when you are attacked, you can reduce the damage dealt by 3 times the number of sorcery points expended, up to a maximum of the damage dealt.

ONE WITH THE OOZE

At 18th level, your transformation into an ooze is complete. You can *shapechange*, as per the spell, into any ooze without expending a spell slot. After you use this ability, you cannot use it again until you complete a short or long rest.

