

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.

REINCARNATED HERO

Sorcerers gain their powers in mysterious ways that they seldom have control over. You are the reincarnation of an legendary hero, known to have slain many terrible foes. Being called back to life, whether by the gods, a very powerful mage, or a persistent curse on your soul, has left the indelible mark of sorcery upon you and awakened your ancient instincts for battle.

EXPANDED SPELL LIST

The power of your previous life grants you the ability to learn spells that other sorcerers might never manifest. The following spells are added to the sorcerer spell list for you.

REINCARNATED HERO BONUS SPELLS

Spell Level	Spells
1st	<i>Eridor's arcane blade, heroism</i>
2nd	<i>magic weapon, spiritual weapon</i>
3rd	<i>speak with dead, spirit guardians</i>
4th	<i>death ward, freedom of movement</i>
5th	<i>legend lore, reincarnate</i>

ARMORED SORCERY

At 1st level, you gain proficiency with light armor, medium armor, and four martial weapons of your choice.

WARRIOR'S INSTINCTS

When you make an attack your instincts from your previous life kick in and guide your strikes. Starting at 6th level, once per turn, when you hit a creature with an attack you can cause the attack to deal an additional 1d6 force damage.

SORCEROUS KINDLING

Starting at 14th level, the ebb and flow of battle hones your sorcery and fuels your magic. Once per turn, when you score a critical hit or reduce a hostile creature to 0 hit points, you regain 2 sorcery points.

GRANDMASTER

At 18th level, you have mastered the art of casting spells in combat. Choose a 1st-level sorcerer spell and a 2nd-level sorcerer spell that you know. You can't lose concentration on these spells as a result of taking damage.

NEW SPELL

This spell is available to bards, warlocks, and wizards.

ERIDOR'S ARCANE BLADE

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A miniature golden sword worth 10 gp)

Duration: Concentration, up to 1 minute

You draw forth energy from the ethereal plane, and shape it into a spectral sword that hovers within range. This sword lasts for the duration. When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes force damage equal to 1d10 plus your spellcasting modifier.

Until the spell ends, you can use your action on each of your turns to move the sword up to 20 feet to a spot that you can see and repeat this attack against the same target or a different one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for every two slot levels above 1st.

